



Digitized by the Internet Archive
in 2007 with funding from
Microsoft Corporation

STUDIES OF CHESS:

CONTAINING,

C A I S S A,

A POEM, BY SIR W. JONES;

A SYSTEMATIC

INTRODUCTION TO THE GAME;

AND

THE WHOLE

Analysis of Chess

BY

MR. A. D. PHILIDOR:

WITH

ORIGINAL CRITICAL REMARKS

AND

COMPENDIOUS DIAGRAMS.

" Ludimus Effigiem Belli."

A NEW EDITION,

WITH CORRECTIONS AND ADDITIONS.

IN TWO VOLUMES.

VOL. II.

LONDON:

PRINTED FOR S. BAGSTER IN THE STRAND.

~~~~~  
1814.

STUDIES OF THE

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

W. A. D. H. C. D.

R. Watts, Printer, Broxbourne.

Stack  
Annex

Cage

SV

1444

P.537s

1814

v.2

*Contents of the Second Volume.*

|                                       |        |
|---------------------------------------|--------|
| PHILIDOR'S ANALYSIS CONTINUED.        |        |
| The Cunningham Gambit                 | Page 1 |
| The Queen's Gambit                    | 24     |
| Regular Parties                       | 59     |
| First Regular Party                   | 60     |
| Second Regular Party                  | 75     |
| Third Regular Party                   | 80     |
| Fourth Regular Party                  | 91     |
| Fifth Regular Party                   | 97     |
| Sixth Regular Party                   | 102    |
| The Salvio Gambit—First Party         | 108    |
| Second Party                          | 121    |
| Supplement to First Gambit in vol. i. | 127    |
| Supplement to Third Party in vol. i.  | 133    |
| Supplement to the Cunningham Gambit   | 137    |
| Difficult Mates and Ends of Parties   | 207    |
| Rook and Bishop against a Rook        | 207    |
| Mate with a Knight and Bishop         | 221    |
| A Rook and Pawn against a Bishop      | 228    |
| Mate with a Rook                      | 233    |

The

# iv CONTENTS OF THE SECOND VOLUME.

|                                                                                                                                                                |          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------|----------|
| The Queen against a Rook and Pawn . . .                                                                                                                        | Page 237 |
| The Queen against a Rook . . . . .                                                                                                                             | 245      |
| Second Example of a Queen against a Rook and<br>Pawn . . . . .                                                                                                 | 249      |
| Rook and Pawn against a Rook . . . . .                                                                                                                         | 250      |
| Queen and Pawn against a Queen . . . . .                                                                                                                       | 256      |
| Queen in a winning position against a Pawn . . .                                                                                                               | 259      |
| Drawn Game with a Queen against a Pawn . . .                                                                                                                   | 262      |
| Another . . . . .                                                                                                                                              | 263      |
| Drawn Game with a Pawn . . . . .                                                                                                                               | 264      |
| A Knight against a Pawn . . . . .                                                                                                                              | 268      |
| Two-Pawns against One . . . . .                                                                                                                                | 270      |
| Two-separate, against two-united Pawns . . .                                                                                                                   | 277      |
| Observations on the Ends of Parties, and Powers<br>of Pieces combined . . . . .                                                                                | 279      |
| Games played without seeing the Board . . . .                                                                                                                  | 281      |
| First Match . . . . .                                                                                                                                          | 282      |
| Second Match . . . . .                                                                                                                                         | 302      |
| Third Match . . . . .                                                                                                                                          | 323      |
| APPENDIX; discussing the Propriety of Supernu-<br>merary-Queens, and containing Historical<br>Sketches relative to National Varieties of the<br>Game . . . . . | 330      |



PHILIDOR'S  
ANALYSIS  
CONTINUED.

---

**The Cunningham Gambit,**

WITH TWO BACK GAMES :

*One on the Seventh Move of the Black, and one on the Eleventh  
of the White.*

1.

W. King's pawn 2 squares.

B. The same.

2.

W. K. b. pawn 2 squares.

B. The pawn takes the pawn.

3.

W. K. knight to his bishop's 3d.

B. K. bishop to his king's 2d.

4.

W. K. bishop to the Q. bishop's 4th.

B. The K. bishop gives check.

5.

W. The knight's pawn interposes.

B. The pawn takes the pawn.


6.

W. The king castles.

B. The pawn takes the pawn, and gives check


7.

W. The king to his rook's square.

B. K. bishop to his 3d square (a). 

8.

W. K. pawn 1 square.

B. Q. pawn 2 squares (b). 

9.

W. The pawn takes the bishop.

B. The knight takes the pawn.

10.

W. K. bishop to the Q. knight's 3d.


B. Q. bishop to his king's 3d.

(a) If, instead of playing this bishop to his third square, he had played him to his king's second square, you would have won the game, or gained a decisive advantage in a few moves. *Vide* the first Back-game.

(b) If he did not sacrifice his bishop, you would certainly win: but losing *that* for three pawns, he must conquer by the superiority of his pawns, provided he does not inconsiderately push them, without disposing his pieces for their support.---PHILIDOR. But see the *Variation* on the second Back-game.---EDITOR.

11. W.

## 11.

W. Q. pawn 1 square (c).  W

B. K. r. pawn 1 square (d). B

## 12.

W. Q. bishop to his king's bishop's 4th. W

B. Q. b. pawn 2 squares. B

## 13.

W. The Q. bishop takes the pawn close to his king.

B. Q. knight to his bishop's 3d.

## 14.

W. Q. knight to the queen's 2d. B

B. K. knight to the adverse K. knight's 4th (e).

## 15.

W.

(c) By pushing this pawn two squares you had given his knight a free entry into your game, which would have lost you the party still sooner than by the present course. The subject of the second back-game. But see the Variation on the back-game.

(d) This move is of consequence to him for ensuring the party; because it hinders you from attacking his king's knight with your queen's bishop, afterwards to effect a separation of his pawns, by sacrificing a rook for one of his knights,—and this would have turned the game in your favour.

(e) He plays this knight to take your queen's bishop, who would be troublesome to him, were he to castle on his queen's side. It may be stated, as a general rule, That *when the strength of your game consists in advanced pawns, it*

15.

W. The queen to her king's 2d (f).

B. The knight takes the bishop.

16.

W. The queen takes the knight.

B. The queen to her knight's square (g).

17.

W. The queen takes the queen (h).

B. The rook takes the queen.

18.

W. Queen's rook to its king's square.

B. The king to his queen's 2d.

19.

W. The K. knight gives check.

B. The knight takes the knight.

*becomes proper either to exchange bishops or knights against the adverse bishops. The bishop can menace pawns, and block their way, more effectually than any other piece.*

(f) Knowing no expedient way to save your bishop, you play your queen to replace him; for if you had seated him at your king's bishop's fourth, to hinder a new enterprise of his knight, he would have pushed his king's knight's pawn upon the bishop, and made you lose the game immediately.

(g) He offers to exchange queens to break the direction of yours, so that he may place his queen at her third square, in case you refuse to take her.

(h) If you did not take the queen, your situation would be still worse.

20. W.

20.

W. The rook takes the knight.

B. The king to his queen's 3d.

21.

W. K. rook to the king's square.

B. Q. kn. pawn 2 squares.

22.

W. Q. b. pawn 1 square.

B. Q. rook to its king's square.

23.

W. Q. r. pawn 2 squares.

B. Q. r. pawn 1 square.

24.

W. The knight to the K. bishop's 3d.

B. K. kn. pawn 2 squares.

25.

W. The king to his knight's 2d.

B. K. b. pawn 1 square (i).

26.

W. Q. rook to its king's 2d.

B. K. r. pawn 1 square.

27.

W. The Q. rook's pawn takes the pawn.

B. The pawn takes the pawn.

(i) If he had pushed this pawn two squares, you had gained his queen's pawn, which would have improved your game.

B 3

28. W.



28.

W. K. rook to its queen's rook's square.

B. Q. rook to its own square (*k*).

29.

W. The K. rook returns to its king's square.

B. The bishop to his queen's 2d.

30.

W. Q. pawn 1 square.

B. Q. b. pawn 1 square.

31.

W. The bishop to his Q. bishop's 2d.

B. K. r. pawn 1 square (*l*).

32.

W. K. rook to its own square.

B. K. rook to its 4th square (*m*).

(*k*) *Never resign the passages, nor suffer an opponent to double his rooks, UPON AN OPENING; accordingly, rather than suffer this, he proposes to change piece for piece.*

(*l*) He plays this, in preparation to push his king's knight's pawn upon your knight, to force him from his position: but had he pushed his knight's pawn before playing this, your knight, vaulting to your king's rook's fourth, would have stopped the progress of all his pawns.

(*m*) Had he given check with his rook's pawn, instead of playing thus, he would have acted contrary to the instruction given in the *first party*,—*Vol. i. note (x).*

33. W.



33.

W. Q. kn. pawn 1 square.

B. Q. rook to its K. rook's square.

34.

W. Q. kn. pawn 1 square.

B. K. kn. pawn 1 square.

35.

W. The knight to his queen's 2d.

B. K. rook to its K. knight's 4th.

36.

W. K. rook to its K. bishop's square.

B. K. kn. pawn 1 square.

37.

W. The rook takes the pawn, and gives check.

B. The king to his Q. bishop's 2d.

38.

W. K. rook to the adverse K. knight's 3d.

B. The pawn gives check.

39.

W. The king to his knight's square.

B. King's knight's pawn 1 square.

40.

W. The rook takes the rook.

B. The pawn gives check.

41.

W. The king takes the kn. pawn.

B. The rook's pawn makes a queen, and gives check.

B 4

42. W.

42.

W. The king to his bishop's 2d.

B. The rook gives check at his K. bishop's square.

43.

W. The king to his 3d square.

B. The queen gives check at the adverse K. rook's 3d.

44.

W. The knight covers the check.

B. The queen takes the knight, and gives mate in a few moves.

---

The black pawns are conducted in a masterly manner on each wing, so as to lay a foundation for a beneficial result ; but the halting march of the white pawn, which consumes the 33d and 34th moves of the white, seems to be a waste of a move at a critical period.

FIRST BACK GAME,  
TO THE CUNNINGHAM GAMBIT,

*On the Seventh Move of the Black.*

7.

W. The king to his rook's square.

B. K. bishop to his king's 2d.

8.

W. The K. bishop takes the pawn and gives check.

B. The king takes the bishop.

9.

W. K. knight to the adverse king's 4th square, giving double check.

B. The king to his 3d square; any where, he is liable to lose the queen.

10.

W. The queen gives check at her K. knight's 4th (n).

B. The king takes the knight.

11.

W. The queen gives check at the adverse K. bishop's 4th.

B. The king to his queen's 3d.

---

(n) You waive the capture of the queen, to force a mate.

12. W.

12.

W. The queen gives check-mate at the adverse queen's 4th.



The station assigned to the bishop at the 7th move, is as injudicious as the advantage taken of it is brilliant. The king, at the 10th move, should refuse taking the knight: the knight must, at the following move, assault both king and queen. The true difficulty and embarrassment of the black pieces will then be exposed. The mate may be delayed by sacrifices; but no variation can retrieve the step on which this back game turns.

## SEQUEL

TO THE FIRST BACK-GAME, pa. 9.

*Showing how to play, in case the King refuse to take the Bishop.*

8.

W. The king's bishop takes the pawn, and gives check.

B. The king to his bishop's square.

9.

W. The K. knight to the adverse king's 4th.

B. K. knight to his bishop's 3d.

10.

W. K. bishop to his queen's knight's 3d.

B. The queen to her king's square.

11.

W. K. knight to the adverse K. bishop's 2d.

B. The rook to its K. knight's square.

12.

W. K. pawn 1 square.

B. Q. pawn 2 squares.

13.

W. The pawn takes the knight.

B. The pawn takes the pawn.

14.

W. The bishop takes the pawn.

B. Q. bishop to the adverse K. knight's 4th.

15. W.



15.

W. The queen to her king's square.

B. Q. bishop to his K. rook's 4th.

16.

W. Q. pawn 2 squares.

B. The bishop takes the knight.

17.

W. The Q. bishop gives check.

B. The rook covers the check.

18.

W. The knight to the Q. bishop's 3d

B. The bishop takes the bishop.

19.

W. The knight takes the bishop.

B. The queen to her K. bishop's 2d.

20.

W. The knight takes the bishop.

B. The queen takes the knight.

21.

W. The queen takes the queen.

B. The king takes the queen.

22.

W. The bishop takes the rook ; and wins the game.

SECOND



SECOND BACK GAME,  
TO THE CUNNINGHAM GAMBIT,

*On the Eleventh Move of the White, pa. 3.*

11.

W. The Q. pawn 2 squares.

B. K. knight to the adverse king's 4th.

12.

W. Q. bishop to the K. bishop's 4th.

B. K. b. pawn 2 squares.

13.

W. Q. knight to his queen's 2d.

B. The queen to her king's 2d.

14.

W. Q. b. pawn 2 squares.

B. Q. b. pawn 1 square.

15.

W. The pawn takes the pawn.

B. The pawn takes the pawn.

16.

W. Q. rook to its bishop's square.

B. Q. knight to his bishop's 3d.

17.

W. The knight takes the knight.

B. The K. b. pawn takes the knight.

18. W.

18.

W. The knight takes the pawn close to his king.

B. The king castles with his rook.

19.

W. The queen to her 2d square.

B. K. r. pawn 1 square.

20.

W. Q. rook to the adverse Q. bishop's 4th.

B. Q. rook to its queen's square.

21.

W. K. bishop to the Q. rook's 4th.

B. K. kn. pawn 2 squares.

22.

W. Q. bishop to his king's 3d.

B. The rook takes the rook.

23.

W. The knight takes the rook.

B. The queen to her 3d square.

24.

W. The queen to the K. rook's 2d.

B. The king to his knight's 2d.

25.

W. The queen takes the queen.

B. The rook takes the queen.

26.

W. Q. r. pawn 1 square.

B. The king to his knight's 3d.

27. W.

27.

W. Q. kn. pawn 2 squares. id of guid of T. W

B. K. r. pawn 1 square. /bs of guid of T. B

28.

W. Q. kn. pawn 1 square. id of idginal of T. W

B. The knight to his king's 2d. idginal of T. B

29.

W. The rook to the adverse Q. bishop's 2d. W

B. The rook to its queen's 2d. /bs of T. B

30.

W. The rook takes the rook. /bs of T. W

B. The bishop takes the rook. /bs of T. B

31.

W. The king to his knight's 2d. See *Variation*.

B. K. r. pawn 1 square. /bs of T. B

32.

W. Q. bishop to the K. bishop's 2d.

B. The king to his rook's 4th.

33.

W. The king's bishop gives check.

B. The bishop covers the check.

34.

W. The bishop takes the bishop.

B. The king takes the bishop.

35.

W. The knight gives check at his king's 3d.

B. The king to the adverse K. bishop's 4th.

36. W.

36.

W. The king to his rook's 3d square.

B. The king to the adverse K. bishop's 3d.

37.

W. The knight to his K. knight's 4th.

B. The knight to his K. bishop's 4th.

38.

W. The bishop to the K. knight's square.

B. K. pawn 1 square.

39.

W. Q. r. pawn 1 square.

B. K. pawn 1 square.

40.

W. The bishop to the K. bishop's 2d.

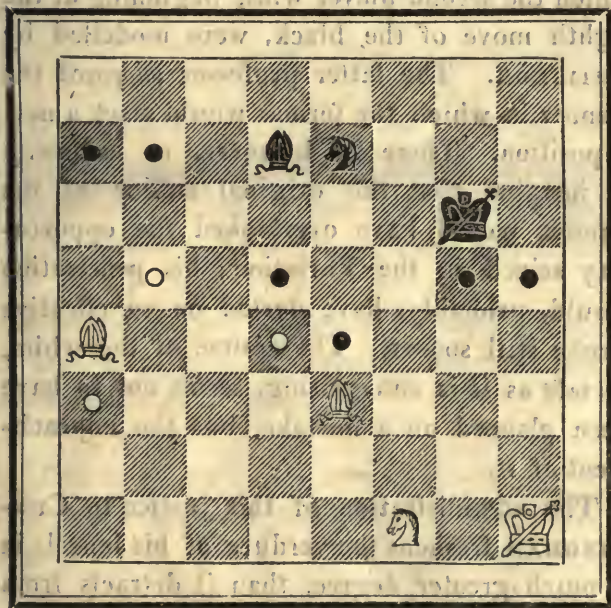
B. The knight takes the Q. pawn, and wins the party.

**Cunningham Gambit continued:**  
**VARIATION BY THE EDITOR,**

**IN THE PRECEDING BACK-GAME OF PHILIDOR;**

*On the Thirty-first Move of the White, p. 15.*

**POSITION OF THE PIECES.**



31.

W. Q. knight's pawn 1 square.

B. If the black take the exposed bishop, the



white pawn will take the pawn, ensuring a queen; if the black take the offered pawn, the white bishop makes prize of the bishop. In either case, the whites obtain a decisive advantage.

The leading moves of the *white*, in this gambit, were invented by CUNNINGHAM: the moves for both parties, of the two examples in which the second player wins, beginning at the eighth move of the black, were modelled by PHILIDOR. The latter professor *supposed* the manner in which the former would meet a new opposition. There is, however, no authority to imagine, that the original author of the gambit would have overlooked the opportunity seized in the Variation; his penetration would, probably, have darted on an effective stroke still sooner. The course of the white, as safe as it is enterprising, seems not to have been planned on a mistake, but the impeachment of it.

The administration of this justice to CUNNINGHAM freshens the verdure of his laurels in a much greater degree, than it detracts from PHILIDOR'S. Whatever amateurs may owe that player, this is the only model that retains his name; therefore any attack on it should be  
the



the more examined. The defects which a severe scrutiny might discover in PHILIDOR's examples, bear no proportion to the brilliant and well-calculated combinations with which they abound.

There remains, to be repelled, a subsequent attempt to overthrow Cunningham's play in the attack; deviating, at the seventh move, from our first game.

W. - - - - -

B. Q. PAWN 2 SQUARES. This single step is from Professor Sarratt, who, in playing the eighth move for the white, TAKES THE PAWN WITH THE K. BISHOP, and makes the black afterwards win.

Dismissing Sarratt as a guide, the pupil of Cunningham may, with improvement, entertain the modern master as an antagonist.

8.

W. THE K. PAWN TAKES THE Q. PAWN.

The best counterstep for the black, then, is—  
To play the Q. BISHOP TO THE ADVERSE K. KNIGHT'S 4th, and, at the ninth move, the white should carry the Q. KNIGHT TO THE BISHOP'S 3d.

How the defensive party should then play, it is

*less easy to decide : but after numerous experiments of variations on the ninth move of the black, it appears to the Editor, that the POSITION to which CUNNINGHAM had originally conducted the white is CRITICALLY SOUND. The Reader may see the leading moves of several RADICAL VARIATIONS in Supplements to former Games, following the Salvio Gambit in this volume, Supplement III.*

*Meanwhile, of the following procedure, springing from an alteration in the FIFTH move of the white, the principle is simple and the safety incontestable.*

## COMPENDIUM of the CUNNINGHAM GAMBIT.

From all the preceding forms of this gambit it appears, that according to the action and counteraction therein pursued, the blacks must win\*, if they do not at the seventh move withdraw the bishop to the king's second; and that therefore, on the part of the whites, it is expedient to change the course previous to that move. When the black bishop checks, at the fourth countermove, no eventual good is obtained by covering with the pawn. CUNNINGHAM shews that the step below is an effective substitution.

---

1.

W. K. pawn 2 squares.

B. The same.

\* This assertion of PHILIDOR must be considered as founded on error, if the Variation be correct. The whites, then, may follow two courses, both good, though they differ widely. The Compendium is a winning game, far less difficult to conduct; gaining in security what it loses in brilliancy.

2.

W. K. b. pawn 2 squares.

B. The pawn takes the pawn.

3.

W. K. knight to his bishop's 3d.

B. K. bishop to his king's 2d.

4.

W. K. bishop to the Q. bishop's 4th.

B. The bishop gives check.

5.

W. The king to his bishop's square (o).

B. Q. pawn 1 square\*.

6.

W. Q. pawn 2 squares.

B. The queen to the K. bishop's 3d.

7.

W. K. pawn 1 square.

B. The Q. pawn takes the pawn.

8.

W. The Q. pawn takes the pawn.

B. The queen to her king's 2d.

(o) Seating the king at the bishop's square, makes it impossible for the adversary to preserve the gambit pawn, which it will be always in your power to take; and you acquire a constant attack upon him.

\* It may be better to push this pawn two squares.

9. W.

9.

W. The Q. bishop takes the gambit pawn.

B. Q. bishop to the white K. knight's 4th.

10.

W. Q. knight to his bishop's 3d.

B. Q. b. pawn 1 square.

11.

W. Q. knight to the king's 4th. The whites  
have the advantage of position, and  
must win.



## The Queen's Gambit,

OTHERWISE CALLED

## THE GAMBIT OF ALEPPO,

WITH SIX BACK GAMES;

*Respectively on the Third Move of the White, the Third Move of the Black, the Fourth Move of the White, the Seventh Move of the White, the Eighth Move of the Black, and the Tenth Move of the White.*

1.

W. Q. pawn 2 squares.


B. The same.


2.

W. Q. b. pawn 2 squares.

B. The pawn takes the pawn.

3.

W. K. pawn 2 squares (a). 

B. K. pawn 2 squares (b). 

4. W.

(a) Had you pushed this pawn but one square, your adversary would have confined your queen's bishop during half the game. The subject of the first back game.

(b) If, instead of playing this, he had sustained the gambit pawn, he would have lost the game; as will be seen by the

4.

W. Q. pawn 1 square (c). ♖

B. K. b. pawn 2 squares (d). ♜

5.

W. Q. knight to his bishop's 3d. ♞

B. K. knight to his bishop's 3d. ♞

6.

W. K. b. pawn 1 square. ♔

B. K. bishop to the Q. bishop's 4th. ♝

7.

W. Q. knight to the rook's 4th (e). ♞

B. The bishop takes the K. knight (f). ♝

8. W.

the second back game: but, if he had neither pushed this pawn, nor sustained the gambit pawn, you must have pushed your king's bishop's pawn two squares, in order to have three pawns in front.

(c) Had you taken his king's pawn, you would have lost the advantage of the attack. The subject of the third back game.


(d) If he had played any thing else, by pushing *your* king's bishop's pawn two squares, you would have procured for your pieces entire liberty to act.

(e) If, instead of playing your knight, in order to get rid of his king's bishop, according to the rule prescribed in the first party, note (c), you had taken the gambit pawn, you had lost the game. The subject of the fourth back game.

(f) If, instead of taking your knight, he had played his

8.

W. The rook takes the bishop.


B. The king castles (*g*). 

9.

W. The knight returns to his Q. bishop's 3d.

B. The pawn takes the pawn.

10.

W. The K. bishop takes the gambit pawn  
(*h*). 

B. The pawn takes the pawn.

11.

W. The pawn takes the pawn (*i*).

B. Q. bishop to the K. bishop's 4th.

his bishop to your queen's fourth, you might have attacked him with your king's knight, and left him no escape.

(*g*) If he had pushed his queen's knight's pawn two squares, in order to sustain the gambit pawn, he had lost the game; (as is exemplified in the fifth back game;) and if, instead of that, or the move he has adopted, he had chosen to take your king's pawn, your taking his capturing pawn would not commit yours to his knight; because, were he to take it with his knight, he would lose the game, through a subsequent check from your queen.

(*h*) This critical move requires a back game: if you had taken the first of his double pawns with your king's bishop's pawn, you would have lost the game.

(*i*) In taking with this pawn, you give your rook an opening upon his king.

12. W.

12.

W. Q. bishop to his king's 3d.

B. Q. knight to his queen's 2d.

13.

W. The queen to her 2d square.

B. Q. knight to his 3d.

14.

W. The bishop takes the knight.

B. The rook's pawn takes the bishop.

15.

W. The king castles on his queen's side.

B. The king to his rook's square.

16.

W. K. rook to the adverse K. knight's 4th.

B. K. kn. pawn 1 square.

17.

W. The queen to her king's 3d.

B. The queen to her 3d square.

18.

W. The knight to his king's 4th.

B. The bishop takes the knight.

19.

W. The pawn takes the bishop; uniting with  
his queen's pawn\*.

B. K. rook to its king's square.

20. W.

---

\* It is not strictly uniform to insert comments in the text, yet as the ease of the reader seems consulted by it; when

20.

W. The king to the Q. knight's square.

B. The queen to her bishop's 4th (*k*).

21.

W. The queen takes the queen.

B. The pawn takes the queen.

22.

W. Q. rook to its king's square.

B. The king to his knight's 2d (*l*).

23.

W. The king to his Q. bishop's 2d.

B. K. r. pawn 1 square.

24.

W. K. rook to its knight's 3d.

B. The knight to the K. rook's 4th.

when they are so simple as to require no pause, the Editor retains them there.

(*k*) Your queen's imposing aspect on the adversary's left wing, continually alarms him for the safety of his king. He sees that were you to place your queen's rook at the king's bishop's square, he could only prevent check-mate, were he to keep the queen, by placing her at the counter-square, which would contract her sphere of action very much; he therefore makes an offer to change the queens, as the most eligible mode of extinguishing the danger; which you must accept, or give him the attack.

(*l*) Some moves which want an obvious motive, are explained by the following move.

25. W.



25.

W. The rook assailed by the knight to its Q. knight's 3d.

B. Q. kn. pawn 1 square.

26.

W. The Q. pawn 1 square; to make an opening for your rook and bishop.

B. The pawn takes the pawn.

27.

W. The K. rook takes the pawn.

B. Q. rook to its queen's square.

28.

W. Q. rook to its queen's square.

B. The knight to its K. bishop's 3d.

29.

W. The K. rook gives check:

B. The king to his rook's square.

30.

W. The bishop to the adverse queen's 4th; to stop the adversary's pawn.

B. The knight takes the bishop.

31.

W. The rook takes the knight.

B. K. rook to K. bishop's square.

32.

W. Q. rook to the queen's 2d.

B. K. rook to the adverse K. bishop's 4th.

33. W.

33.

W. Q. rook to its king's 2d.

B. Q. pawn 1 square.

34.

W. The pawn takes the pawn.

B. The rook takes the pawn.

35.

W. K. rook to the adverse king's 2d.

B. K. kn. pawn 1 square.

36.

W. One of the rooks takes the pawn.

B. The rook takes the rook.

37.

W. The rook takes the rook.

B. The rook gives check at the adverse king's  
bishop's 2d.

38.

W. The king to his Q. bishop's 3d.

B. The rook takes the pawn.

39.

W. The rook's pawn 2 squares (m).

B. K. kn. pawn 1 square.

(m) If, instead of playing this, you had taken his pawn with your rook, you would have lost the game; because your king would have prevented your rook from arriving at the promotion line, in time to stop the passage of his knight's pawn.

40. W.

40.

W. The rook's pawn 1 square.

B. The knight's pawn 1 square.

41.

W. The rook to its king's square.

B. The knight's pawn 1 square.

42.

W. The rook to the K. knight's square.

B. The rook gives check.

43.

W. The king to the Q. bishop's 4th.

B. The rook to the adverse K. knight's 3d.

44.

W. The rook's pawn 1 square.

B. The rook to its knight's 2d.

45.

W. The king takes the pawn.

B. The rook's pawn 1 square

46.

W. The king to the adverse Q. knight's 3d.

B. The rook's pawn 1 square.

47.

W. The rook's pawn 1 square.

B. The rook takes the pawn (n). \_\_\_\_\_

---

(n) Had he not taken your pawn, you would have won the game immediately.

48. W.

48.

W. The rook takes the pawn (o).

B. The rook to its K. rook's 2d.

49.

W. The pawn 2 squares.

B. The pawn 1 square.

50.

W. The rook to its K. rook's 2d.

B. The king to his knight's 2d.

51.

W. The pawn 1 square.

B. The king to his knight's 3d.

52.

W. The king to the adverse Q. bishop's 3d.

B. The king to his knight's 4th.

53.

W. The pawn 1 square.

B. The king to the adverse K. knight's 4th.

54.

W. The pawn advances.

B. Takes the pawn with the rook, and playing afterwards his king upon the rook, it must be a drawn game.

(o) If, instead of taking his pawn, you had taken his rook, you would have lost the game.

In pursuing a literal course through the steps of this gambit, the attention is repaid by numberless strokes, well designed and well parried. It is observable that this is the first party that has not opened with the move of the king's pawn. For the leading steps of this model, the boards of EUROPE are indebted to the City of ALEPPO: The East, as it gave birth to Chess, has had expert players from an immemorial era.

---

The mode in the Cunningham Gambit was synthetical: but the conduct of this gambit is strictly analytical. The first form of it presents a series of moves critically good; embracing, throughout, the expedient, in moving for both parties. Slightly surveyed, it may seem less brilliant than the back games, as the balance of play precludes a decisive result, while it is, on that account, superior to them. As the management of the queen's gambit is delicate, and depends on circumstances apparently trivial, at the opening; the back games are to shew the advantage which one party gives to the other, by deviating from the model at particular stages.



## FIRST BACK GAME,

## TO THE QUEEN'S GAMBIT,

*On the Third Move of the White, pa. 24.*

## 3.

W. King's pawn 1 square\*.

B. K. b. pawn 2 squares (a).

4. W.

\* In the Edition of 1791, published by Wingrave, which was, in many respects, abridged, and in a few, enlarged, Philidor says: "A certain author," [alluding to Stamma,] "otherwise a very good player, who chiefly delights in the Queen's Gambit, teaches to push this pawn only one square: the preceding game may convince him, that it is better to push it two: nevertheless, I will agree, that by pushing it only one square, you may sometimes deceive a bad player, but that does not justify the move."

Mr. Sarratt instructively remarks: "With a player *who does not support* the gambit's pawn, it is better to play this pawn two steps," vol. i. 189; and two pages farther; "When a player is accustomed to *support the gambit's pawn*, it is much better to play the king's pawn only *one step*:" suspending the propriety of a move on a precarious FUTURE move of the adversary, from which an evening's experience ought to teach him to refrain!"

The following notes on this game, as far as the 14th move, are derived from Wingrave's edition of 1791.

(a) The moving of this pawn, evinces that it had been better

4.

W. The king's bishop takes the pawn.

B. K. pawn 1 square.

5.

W. K. b. pawn 1 square.

B. K. knight to his bishop's 3d. (*b* 1.)

6.

W. Q. knight to his bishop's 3d.

B. Q. b. pawn 2 squares. (*b* 2.)

7.

W. K. knight to his king's 2d.

B. Q. knight to his bishop's 3d.

8.

W. The king castles.

B. K. kn. pawn 2 squares (*c*).

9.

W. The pawn takes the pawn (*d*).

B. The queen takes the queen.

10. W.

better to push your king's pawn two squares, because his pawn hinders your king's and queen's pawns from uniting in the centre.

(*b* 1.) (*b* 2.) Both these moves conduce to prevent your centre pawns from standing a-breast.

(*c*) He plays thus, preparatory to pushing his king's bishop's pawn upon your king's, in case of opportunity; which would separate your best pawns.

(*d*) If, instead of taking with this pawn, you had advanced

D 2

it,

10.

W. The rook takes the queen.

B. The K. bishop takes the pawn.

11.

W. K. knight to the queen's 4th.

B. The king to his 2d square.

12.

W. Q. knight to his rook's 4th.

B. K. bishop to his queen's 3d.

13.

W. The knight takes the knight.

B. The pawn takes the knight.

14.

W. K. b. pawn 1 square (e).

B. K. r. pawn 1 square.

15.

W. Q. bishop to the queen's 2d.

B. The knight to his queen's 4th.

16.

W. K. kn. pawn 1 square.

B. Q. bishop to his queen's 2d.

it, the adversary would have attacked your king's bishop with his queen's knight, to compel you to give check; on which, by playing his king to the bishop's 2d, he would gain a move, and a good situation.

(e) To hinder him from placing three pawns in front, which he would have effected by pushing his king's pawn.

17. W.

17.

W. The king to his bishop's 2d.

B. The pawn in the Q. bishop's file 1 square.

18.

W. The knight returns to his Q. bishop's 3d.

B. Q. bishop to his 3d.

19.

W. The knight takes the knight.

B. The pawn takes the knight.

20.

W. K. bishop to the king's 2d.

B. Q. rook to the K. knight's square.

21.

W. Q. bishop to his 3d square.

B. The K. kn. pawn takes the pawn\*.

\* PHILIDOR appears to commit an error, about this part, in the conduct of the black, as he does, at the 31st move, in the course of the white. The black, to make a drawn game, should here seat the K. rook at its second square, secure from the present attack, and ready, if necessary, to go to the bishop's 2d; or, if he chuse to sacrifice a rook for a bishop and pawn, as above, he should rather take the knight's pawn, at the 22d move, than the king's: he would, indeed, obtain two pawns, and one of them would be fairly passed, or unobstructible, except by pieces.

\* D 3

22. W.

22.

W. The bishop takes the rook.

B. The pawn takes the king's pawn, giving check.

23.

W. The king takes the pawn.

B. The rook takes the bishop.

24.

W. K. bishop to his 3d square.

B. The king to his 3d.

25.

W. K. rook to the queen's 2d.

B. The Q. pawn gives check.

26.

W. The king to his bishop's 2d.

B. Q. bishop to the adverse king's 4th.

27.

W. Q. rook to its king's square.

B. The king to his queen's 4th.

28.

W. K. rook to its king's 2d.

B. The rook to its king's square.

29.

W. K. kn. pawn 1 square.

B. The bishop takes the bishop.

30.

W. The rook takes the rook.

B. The pawn takes the pawn.

31. W.



31.

W. K. r. pawn 1 square\*.

B. The pawn in Q. bishop's file 1 square.

32.

W. K. rook to the adverse K. rook's square.

B. Q. pawn 1 square.

33.

W. The king to his 3d square.

B. The K. bishop gives check at his Q. bishop's 4th.

34.

W. The king to his bishop's 4th square, having no better place.

B. The Q. pawn 1 square, and wins the game.

---

### VARIATION BY THE EDITOR.

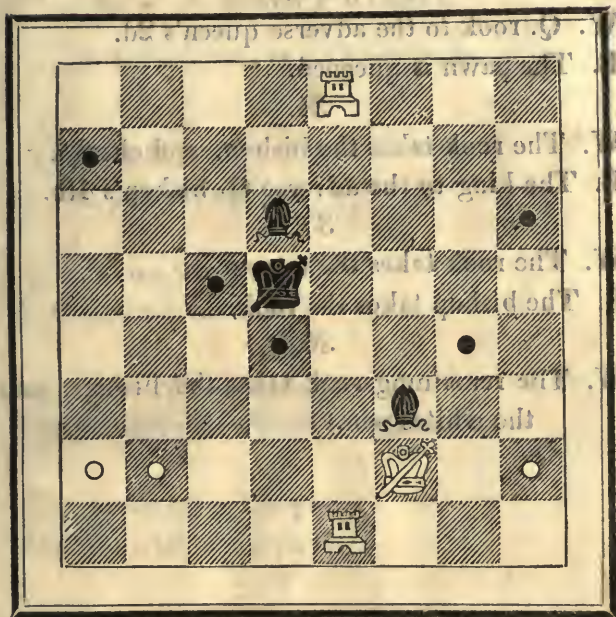
This is the only example of the queen's gambit in which the king's pawn, at the 3d move, advances but a square. Philidor, in an earlier publication, dissuades from this step—not on the ground of its rendering the game less interesting and beautiful, which he justly might; but on the ground of its entailing defeat, in

---

\* See the *Variation* subjoined.

which he will appear to be mistaken. Indeed, he became sensible that the turn given to this back-game was inaccurate; and, in the hasty, abridged edition of 1791, thus accounts for and corrects it: “ I let your game be lost, only  
“ to show the strength of two bishops against  
“ the rooks, particularly when the king is  
“ placed between two pawns. But if, instead  
“ of employing your rooks to make war against  
“ his pawns, you had, on the 31st move,  
“ played your rook to the black queen’s square;  
“ on the 32d move, brought your other rook to  
“ the adverse king’s second square; and, on  
“ the 33d move, sacrificed your first rook  
“ for his king’s bishop,—instead of losing  
“ you had made it a drawn game.” The Editor cannot deem it a satisfactory reason, for losing in a good position, to say that it is done to show the strength of two bishops against two rooks; because, if the best play be not used, nothing is established. Besides the amended course still leaves the management of the whites incomplete and faulty; for if the first of Philidor’s directions be adopted, and his second, of resigning a rook for a bishop, declined, the game may be won—as appears by this simple statement and play.

POSITION OF THE PIECES.



31.

W. K. rook to the adverse queen's square.

B. Q. pawn 1 square (f).

(f) Had he placed his king at his queen's bishop's 3d, you must have carried your queen's rook to the adverse king's 2d, by which you would have obtained his bishop gratis.

\* D 5

32. W.

32.

W. Q. rook to the adverse king's 2d.

B. Q. pawn to the adverse queen's 2d.

33.

W. Q. rook to the adverse queen's 2d.

B. The pawn is queened.

34.

W. The rook takes the bishop, and checks.

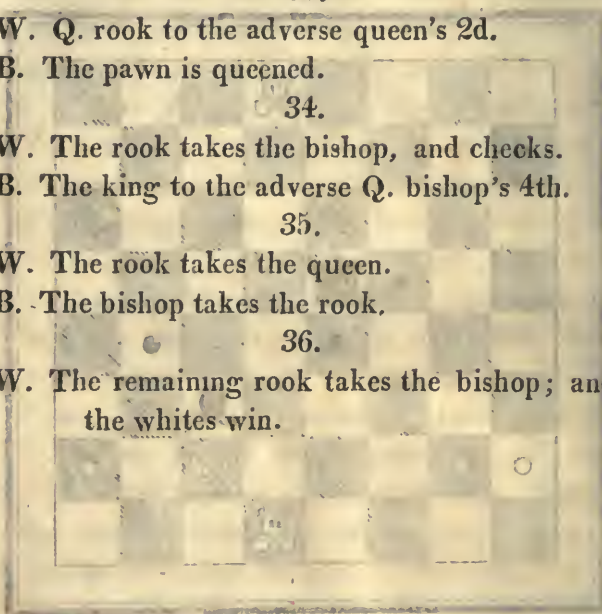
B. The king to the adverse Q. bishop's 4th.

35.

W. The rook takes the queen.

B. The bishop takes the rook.

36.

W. The remaining rook takes the bishop; and  
the whites win.

37.

W. The rook to the adverse king's 2d.

B. The pawn to the adverse queen's 2d.

W. The rook to the adverse queen's 2d.

B. The pawn to the adverse queen's 2d.

W. The rook to the adverse queen's 2d.

B. The pawn to the adverse queen's 2d.

W. The rook to the adverse queen's 2d.

SECOND

## SECOND BACK GAME,

## TO THE QUEEN'S GAMBIT,

*On the Third Move of the Black, pa. 24.*

3.

W. King's pawn 2 squares.

B. Q. kn. pawn 2 squares (g).

4.

W. Q. r. pawn 2 squares.

B. Q. b. pawn 1 square.

5.

W. Q. kn. pawn 1 square.

B. The gambit pawn takes the pawn.

6.

W. The pawn takes the pawn.

B. The pawn takes the pawn.

7.

W. The K. bishop takes the pawn, and gives check.

B. The bishop covers the check.

8.

W. The queen takes the pawn.

B. The bishop takes the bishop.

---

(g) Whether the first player advances the K. pawn one square, or two, it is a decisive error in the second player to support the gambit pawn.

9. W.



9.

W. The queen takes the bishop, and gives check.

B. The queen covers the check.

10.

W. The queen takes the queen.

B. The knight takes the queen.

11.

W. K. b. pawn 2 squares.

B. K. pawn 1 square.

12.

W. The king to his 2d square.

B. K. b. pawn 2 squares.

13.

W. K. pawn 1 square.

B. K. knight to his king's 2d.

14.

W. Q. knight to the bishop's 3d

B. K. knight to the queen's 4th.

15.

W. The knight takes the knight.

B. The pawn takes the knight.

16.

W. Q. bishop to Q. rook's 3d.

B. The bishop takes the bishop.

17.

W. The rook takes the bishop.

B. The king to his 2d square.

18. W.

18.

W. The king to his bishop's 3d.

B. K. rook to the Q. knight's square.

19.

W. The knight to his king's 2d.

B. The king to his 3d square.

20.

W. K. rook to the Q. rook's square.

B. K. rook to the queen's knight's 2d.

21.

W. The queen's rook gives check.

B. The knight covers the check.

22.

W. K. rook to the adverse Q. rook's 4th.

B. K. kn. pawn 1 square.

23.

W. The knight to the Q. bishop's 3d.

B. Q. rook to its queen's square.

24.

W. The Q. rook takes the rook's pawn.

B. The rook takes the rook.

25.

W. The rook takes the rook, and must win.

## THIRD BACK GAME,

## TO THE QUEEN'S GAMBIT,

*On the Fourth Move of the White, pa. 25.*

4.

W. The queen's pawn takes the pawn.

B. The queen takes the queen.

5.

W. The king takes the queen.

B. Q. bishop to the king's 3d.

6.

W. K. b. pawn 2 squares.

B. K. kn. pawn 1 square.

7.

W. Q. knight to his bishop's 3d.

B. Q. knight to his queen's 2d.

8.

W. K. rook's pawn 1 square.

B. K. rook's pawn 2 squares.

9.

W. Q. bishop to the king's 3d.

B. The king castles.

10.

W. The king to the queen's bishop's 2d.

B. K. bishop to the Q. bishop's 4th.

11. W.

11.

W. The bishop takes the bishop.

B. The knight takes the bishop.

12.

W. K. knight to his bishop's 3d.

B. Q. b. pawn 1 square.

13.

W. K. knight to the adverse K. knight's 4th.

B. Q. kn. pawn 2 squares.

14.

W. K. bishop to the king's 2d.

B. K. knight to the king's 2d.

15.

W. The knight takes the bishop.

B. The pawn takes the knight.

16.

W. Q. r. pawn 2 squares.

B. Q. knight to the adverse Q. knights 3d.

17.

W. Q. rook to its 2d square.

B. Q. r. pawn 1 square.

18.

W. The pawn takes the pawn.

B. The rook's pawn takes the pawn.

19.

W. The rook gives the check.

B. The king to his queen's knight's 2d.

20. W.

20.

W. The rook takes the rook.

B. The rook takes the rook.

21.

W. The rook to its queen's square.

B. The Q. knight gives check, at the white queen's 4th.

22.

W. The king to the Q. knight's square.

B. The king to his Q. knight's 3d.

23.

W. K. kn. pawn 2 squares.

B. The pawn takes the pawn.

24.

W. The pawn takes the pawn.

B. Q. b. pawn 1 square.

25.

W. K. kn. pawn 1 square.

B. K. knight to the Q. bishop's 3d.

26.

W. The bishop to the knight's 4th.

B. Q. kn. pawn 1 square.

27.

W. The knight to his king's 2d.

B. K. knight to the Q. rook's 4th.

28.

W. The knight takes the knight.

B. The pawn takes the knight.

29. W.



29.

W. The bishop takes the pawn.

B. The king to the Q. bishop's 4th.

30.

W. K. b. pawn 1 square.

B. Q. pawn 1 square.

31.

W. The K. b. pawn takes the pawn.

B. The knight to the adverse Q. knight's 3d.

32.

W. The pawn 1 square.

B. The rook to the Q. rook's square.

33.

W. The rook takes the pawn.

B. The rook gives check.

34.

W. The king to his Q. bishop's 2d.

B. The rook gives check-mate at the bishop's square.

## FOURTH BACK GAME,

## TO THE QUEEN'S GAMBIT,

*On the Seventh Move of the White, pa. 25.*

7.

W. The king's bishop takes the gambit pawn.

B. The pawn takes the pawn.

8.

W. The pawn takes the pawn.

B. K. knight to the adverse K. knight's 4th.

9.

W. K. knight to K. rook's 3d.

B. The queen gives check.

10.

W. The king to his queen's 2d.

B. K. knight to the adverse king's 3d.

11.

W. The queen to her king's 2d.

B. Q. bishop to the adverse K. knight's 4th.

12.

W. The queen to her 3d square.

B. The K. knight takes the pawn.

13. W.

13.

W. K. knight to his square.

B. The queen to the adverse king's square,  
giving check.

14.

W. The king retires.

B. The K. bishop takes the knight, and must  
win.

## FIFTH BACK GAME,

## TO THE QUEEN'S GAMBIT,

*On the Eighth Move of the Black, pa. 26.*

8.

W. The rook takes the bishop.

B. Q. kn. pawn 2 squares.

9.

W. The knight to the adverse Q. bishop's 4th.

B. The king castles.

10.

W. Q. r. pawn 2 squares.

B. Q. knight to Q. rook's 3d.

11.

W. The knight takes the knight.

B. The bishop takes the knight.

12.

W. The rook's pawn takes the pawn.

B. The bishop takes the pawn.

13.

W. Q. kn. pawn 1 square.

B. The K. b. pawn takes the pawn.

14. W.

14.

W. The Q. kn. pawn takes the pawn.

B. The bishop to his queen's 2d.

15.

W. Q. bishop to adverse K. knight's 4th.

B. The pawn takes the pawn.

16.

W. The pawn takes the pawn.

B. The King to his rook's square.

17.

W. K. bishop to the queen's 3d.

B. K. r. pawn 1 square.

18.

W. K. r. pawn 2 squares.

B. The pawn takes the bishop.

19.

W. The pawn takes the pawn.

B. The knight to his rook's 4th.

20.

W. The bishop to the adverse K. knight's 3d.

B. The knight to the adverse K. bishop's 4th.

21.

W. The queen to her bishop's 2d.

B. The knight takes the bishop, to avoid the  
mate.

22.

W. The queen takes the knight.

B. The bishop to his K. bishop's 4th.

B 3

23. W.



23.

W. The queen gives check;

B. The king retires.

24.

W. K. kn. pawn 1 square.

B. The bishop takes the pawn.

25.

W. The queen takes the bishop.

B. The queen to the K. bishop's 3d.

26.

W. Q. rook to the adverse Q. rook's 3d.

B. The queen takes the queen.

27.

W. The Q. rook takes the queen.

B. K. rook to its bishop's 2d.

28.

W. The king to his 2d square.

B. Q. r. pawn 2 squares.

29.

W. Q. rook to the adverse king's 3d.

B. The rook's pawn 1 square.

30.

W. The rook takes the pawn.

B. The rook's pawn 1 square.

31.

W. K. rook to the Q. rook's square.

B. The rook's pawn 1 square.

32. W.

32.

W. Q. rook to its king's 3d.

B. K. rook to its bishop's 3d.

33.

W. The king to his queen's 3d.

B. The Q. rook gives check.

34.

W. The king to his 4th square.

B. The rook takes the rook.

35.

W. The king takes the rook.

B. The rook to its Q. rook's 3d.

36.

W. The king to the queen's 4th.

B. The king to his bishop's 2d.

37.

W. The king to the Q. bishop's 3d.

B. The rook gives check.

38.

W. The king to the Q. knight's 4th.

B. The rook takes the pawn.

39.

W. The rook takes the pawn.

B. The king to his 2d square.

40.

W. Q. b. pawn square.

B. K. kn. pawn 2 squares.

E 4

41. W.

41.

W. The rook to the adverse Q. rook's 2d.

B. The king to his queen's square.

42.

W. The king to the adverse Q. knight's 4th.

B. The knight's pawn 1 square.

43.

W. The king to the adverse Q. bishop's 3d.

B. The rook gives check.

44.

W. The pawn covers the check.

B. The pawn takes the pawn.

45.

W. The pawn takes the pawn.

B. The king to his square.

46.

W. The rook to the adverse K. knight's 2d.

B. The rook to the K. rook's 3d.

47.

W. The king to the adverse Q. bishop's 2d;  
and, by pushing his pawn, he will win.

SIXTH BACK GAME,

TO THE QUEEN'S GAMBIT,

*On the Tenth Move of the White, pa. 26.*

10.

W. The K. b. pawn takes the pawn.

B. The K. knight takes the K. pawn.

11.

W. The knight takes the knight.

B. The queen gives check.

12.

W. The knight to the K. knight's 3d.

B. Q. bishop to the adverse K. knight's 4th.

13.

W. K. bishop to the king's 2d.

B. The queen takes the rook's pawn.

14.

W. K. rook to its bishop's square.

B. The queen takes the knight, and gives check.

15.

W. The king to his queen's 2d.

B. Q. knight to his queen's 2d.

16. W.

16.

W. The rook takes the rook.

B. The rook takes the rook.

17.

W. The queen to her king's square.

B. The rook to the adverse K. bishop's 2d, and  
must win.

---

Setting aside *that* move in each, which is distinctly pointed out as inducing defeat in its ultimate tendency, the 2d, 3d, 4th, 5th, and 6th back games of this gambit display a penetrating regard to consequences. In a circumspection in the use of stratagem and resource, which has not been detected intermitting in more than one party, may be traced the revising attentions and mellowing touches of a succession of players.

Regular



## Regular Parties.

THE range of gambits is not completed, and yet we propose to enter on some regular parties. Without proceeding on the idea, that the reader will play the games as they are presented, the order of which a diversity in the degree of proficiency, and an individual pursuit of peculiar attainments, as *desiderata*, will occasion every one more or less to break ; it will perhaps be expected, that modes of play, which by their properties seem assigned to a common class, should not be detached in their arrangement, without apology or explanation.

The various gambits agree in this, that they engage the player deeply in the mazes of evolution, and the surrender of the pawn is a feature common to them all : but they so diverge in the field of stratagem after this step, that their course of evolutions cannot be traced to any participation of principle, nor is there any necessary connection between them.—For these reasons, and that the cultivation of regular play may not continue longer suspended, without an  
adequate

adequate cause, the EDITOR follows the arrangement of PHILIDOR, in introducing some examples of attack and defence, on the simple system, before the intricacies of the Salvio gambits. By pursuing alternately the severe walk of method, which moves to the end by a gradual process; and the devious flight of adventure, which attempts the game by a *coup de main*; the spirit of each may be rendered easier to seize, as the traits in which their opposition consists, are seen in contrast.

---

### First Regular Party.

WITH FOUR BACK GAMES:

*The First on the Third Move of the Black, the Second on the Fourth Move of the White, the Third on the Fifth Move of the Black, the last on the Sixth Move of the White.*

1.

W. King's pawn 2 squares.

B. The same.

2. W.


2.

W. K. bishop to his Q. bishop's 4th (a).



B. The same\*.

3.

W. Q. b. pawn 1 square.

B. The queen to her king's 2d (c). 

4.

W. K. knight to his bishop's 3d (d). B. The same (e). 

(a) This is the best place the king's bishop can occupy in the first moves of a party; here, he batters the adverse king's bishop's pawn, against which the first attacks are generally formed.

\* The black being able to play different ways, we make different parties of it. See them under the distinct titles "*Second*" and "*Third Regular Party*."

(c) He prevents you from establishing two pawns a-breast, and occupying the centre. To prevent that, the black has three other ways of moving now in his power, the effects of which are severally shewn, in the first back game, the supplement to the first back game, and the third back game.

(d) If you had moved this knight to your king's second square, you would have lost the game: the object exemplified in the second back game.

(e) He would have incommoded his game, had he taken your pawn with his bishop; as the supplement to the second back game evinces.


5. W.

5.

W. The queen to her king's 2d.

B. Q. pawn 1 square (*f*).

6.

W. Q. pawn 1 square (*g*). B. Q. b. pawn 1 square (*h*).

7.

W. K. r. pawn 1 square.

B. The same (*i*).

(*f*) Had he attacked your king's bishop's pawn with his knight, it would have given you time to establish your pawns in the centre. The consequence is seen in the third back game.

(*g*) If you had pushed this pawn two squares, you might have occupied the centre for a moment, but could not have remained there; as is shewn by the fourth back game.

(*h*) If he had moved his queen's bishop to your king's knight's fourth square, you must equally have advanced your king's rook's pawn: never leave a superior piece to the masked attack of the adverse bishop, which will often confine two pieces.

(*i*) The pawns have been played on both sides, to prevent the bishops from becoming troublesome to the knights.

S. W.

8.

W. Q. bishop to his king's 3d (*k*).B. The K. bishop takes the bishop (*l*).

9.

W. The queen takes the bishop.

B. Q. bishop to his king's 3d.

10.

W. The K. bishop takes the bishop

B. The queen takes the bishop (*m*).

11.

W. Q. knight to his queen's 2d.

B. The same.

(*k*) When your queen's pawn cannot be interposed to the action of the adverse king's bishop upon your king's bishop's pawn, you must keep your queen's bishop in reserve, to be posted at your king's third square; because the queen's bishop is the only piece which can effectually be opposed to the adverse king's bishop.

(*l*) If he had moved back his king's bishop, instead of taking your bishop, he would have lost a turn: when you exchange pieces, it is an advantage to take first.

(*m*) An additional advantage now appears from playing your king's rook's pawn at the seventh move, for he might at present attack you with his king's knight, and afterwards play his king's bishop's pawn, to bring the knight again into action: these hits ought to be eagerly improved, especially in parties wherein your adversary forces out your knights before your pawns.

12. W.



## 12.

W. The king castles with his rook.

B. The same.



The game is equal ; the white has only, what he set out with, the move ; he who can first bring his king's bishop's pawn into play, by pushing it two squares, without making any sacrifice, or deranging his pieces, will have the superiority of situation. The uniformity arises from the black player's making his moves duplicates of the adverse moves, which he has hitherto done with propriety and success : but such a plan of counteraction is to be pursued with reserve and discrimination, and not excessively or mechanically. A player who should continue it, from this situation, having the move against him, would certainly lose.

## FIRST BACK GAME,

*On the Third Move of the Black.*


3.

W. Queen's bishop's pawn 1 square.

B. Q. knight to his bishop's 3d (a).

4.

W. Queen's pawn 2 squares.

B. The pawn takes the pawn (b). 

5.

W. The K. bishop takes the pawn.

B. The king takes the bishop (c).

(a) He plays this knight to hinder you from pushing your queen's pawn two squares. If, instead of this knight, he had played his queen's bishop's pawn a square, your next move might equally take place.

(b) He might have withdrawn his bishop to his queen's knight's third, which move will make a supplement to this back game.

(c) If he refuse to take your bishop, you must take his king's knight, and push your queen's knight's pawn two squares, attacking his bishop; and afterwards push the same pawn upon his knight, in order to take the pawn with your queen's bishop's pawn gratuitously, instead of changing pawns.

6.

W. The queen to the adverse K. rook's 4th.

B. K. kn. pawn 1 square.

7.

W. The queen takes the bishop, and will have  
a very good game.

## SUPPLEMENT

## TO THE FIRST BACK GAME,

*On the Fourth Move of the Black.*

4.

B. KING'S BISHOP TO Q. KNIGHT'S 3d.

5.

W. K. knight to his king's 2d. [*If the White push the Q. pawn, the assailed knight must retire to the queen's 2d; and the second player's game would be at least even.*

EDITOR.]

B. K. knight to his bishop's 3d.

6.

W. The queen to her 3d square.

B. The king castles.

7.

W. K. b. pawn 2 squares.

B. The K. pawn takes the Q. pawn.

8.

W. K. pawn 1 square (a).

B. Q. pawn 2 squares (b).

9. W.

(a) If, on this attack, he withdraws his knight, he gives you an opportunity of establishing your pawns in the centre.

(b) He hereby obstructs your king's bishop, and gains time to place his knight in an eligible position.

9.

W. K. bishop to Q. knight's 3d.

B. K. knight to adverse king's 4th.

10.

W. The Q. b. pawn takes the pawn.

B. K. b. pawn 2 squares (c).

11.

W. Q. knight to his bishop's 3d.

B. Q. bishop to his king's 3d. In this situation the black pieces have as good a game as the white: there is indeed a pawn passed and sustained on the side of the white: but this advantage is counterbalanced by the imposing attitude of the black king's knight, who cannot be dislodged but by changing piece for piece; and in that case, the pawns of the black would unite in the centre, giving equally to them as to the white a passed pawn.

---

(c) In order that he may play his queen's bishop to his king's third square, without disturbance from your pawn.



## SECOND BACK GAME,

*On the Fourth Move of the White.*

4.

W. King's knight to his king's 2d (a).

B. The K. bishop takes the pawn, and gives check.

5.

W. The king takes the bishop.

B. The queen to her bishop's 4th, giving check.

6.

W. The queen's pawn interposes.

B. The queen takes the bishop.

7.

W. Q. knight to his rook's 3d.

B. The queen to her king's 3d (b).

(a) If this move did not cost you a pawn, it would undoubtedly be the most politic, as it is the most convenient place for the knight; because, here he does not obstruct the passage of the pawns. But it is sometimes expedient to obstruct the pawns with the knight, to avoid a greater disadvantage. See the supplement to this back game.

(b) The black must win the game, having the advantage of a pawn, added to a good situation.

## SUPPLEMENT

## TO THE SECOND BACK GAME,

*On the Fourth Move of the White.*

4.

W. King's knight to his bishop's 3d.

B. The K. bishop takes the pawn, and gives check (a).

5.

W. The king takes the bishop.

B. The queen to her bishop's 4th, giving check.

6.

W. The queen's pawn covers the check.

B. The queen takes the bishop.

7.

W. The K. knight takes the king's pawn.

B. The queen to her king's 3d.

8.

W. The queen to her K. bishop's 3d.

B. Q. pawn 1 square.

---

(a) This, by forcing your king to move, disables him from castling; but there is no disadvantage involved in not castling, when your pieces can easily get out; very often it is even better so, provided your king be safe.

9. W.

9.

W. K. knight to his queen's 3d.

B. K. knight to his bishop's 3d.

10.

W. K. rook at its king's square.

B. The king castles (b).

(b) So situated, the white player has the advantage; his pieces being brought out to better effect, and more conveniently arranged.

## THIRD BACK GAME,

*On the Fifth Move of the Black.*

5.

W. The queen to her king's 2d.

B. K. knight at the adverse K. knight's 4th.

6.

W. Q. pawn 2 squares.

B. The pawn takes the pawn.

7.

W. The pawn takes the pawn.

B. The K. bishop gives check.

8.

W. Q. knight to his bishop's 3d (a).

B. The K. knight returns to his bishop's 3d (b).

(a) If he take this knight with his bishop, it will assist your game, because the change will bring your pawns into the centre.

(b) You might push your king's pawn on his knight, and get two moves by so doing; but this pawn once pushed, your adversary would offer twice to change it, by pushing his queen's pawn a square, and his king's bishop's pawn a square: your pawn would then be, and must remain, alone; it is, therefore, better to leave your two pawns a-breast, to avoid opening your game. In marching his knight, and retrograding, he has uselessly consumed two moves.

9. W.

9.

W. K. bishop to his queen's 3d.

B. The king castles (c).

10.

W. The king castles.

B. The Q. pawn 1 square.

11.

W. K. r. pawn 1 square.

B. The same.

12.

W. Q. bishop to his queen's 2d (d).

(c) He castles, to attack your king's pawn with his rook; you must therefore castle, to be ready to sustain the pawn with your counter-rook.

(d) It is evident that the white player has the better game, having the advantage of three moves more than the black, and the centre pawns tactically advanced : nothing remains on the side of the white, but to remove the obstruction to the motion of the king's bishop's pawn as soon as possible; that will decide the game against the black.



## FOURTH BACK GAME,

*On the Sixth Move of the White.*

6.

W. Queen's pawn 2 squares.

B. The pawn takes the pawn.

7.

W. The pawn takes the pawn.

B. The K. bishop gives check.

8.

W. The Q. bishop covers the check.

B. The bishop takes the bishop.

9.

W. The Q. knight takes the bishop.

B. Q. pawn 1 square.

---

This party is equal; your central pawns must be broken: this mode of play may be ventured with an antagonist to whom you give some odds: by opening the game, you frequently make a more speedy impression on a less skilful antagonist.

Second

## Second Regular Party,

VARIANT FROM THE FIRST PARTY, AT THE  
SECOND MOVE OF THE BLACK.

1.

W. The king's pawn 2 squares.

B. The same.

2.

W. K. bishop to his Q. bishop's 4th.

B. K. knight to his bishop's 3d.

3.

W. Q. pawn 1 square.

B. K. bishop to the Q. bishop's 4th.

4.

W. K. knight to his bishop's 3d (a).

B. Q. pawn 1 square.

(a) Though stationing the pieces before the pawns must not be wantonly done, I think this play is necessary in the present situation, to keep the advantage of the move; nevertheless, you might, at the fourth move, push your king's bishop's pawn two squares: such a game, though it embarks in danger, is calculated to disconcert a mere observer of routine, to whom some advantage is given.

5. W.

5.

W. Q. b. pawn 1 square.

B. The king castles (*b*).

6.

W. Q. r. pawn 2 squares.

B. The same (*c*).

7.

W. The king castles.

B. Q. bishop to his king's 3d (*d*).

8.

W. The bishop takes the bishop.

B. The pawn takes the bishop.

(*b*) If, instead of castling, he play his Q. bishop to your K. knight's fourth, play your queen to her knight's third, which will give you the game; but should he play the same bishop to his king's third, take him with yours, and afterwards play your queen to her knight's third.

(*c*) If he had not moved this, his king's bishop must have been forced by your pawns.

(*d*) Had he played this bishop to your K. knight's fourth, you must have pushed your Q. pawn; and, varying again, if he then take your K. knight with his bishop, you take with your knight's pawn, the better to bring your rooks into play, as they then have an approach to the pawns that cover the adverse king.

9. W.

9.

W. The queen to her knight's 3d (e).

B. The queen to her bishop's square.

10.

W. Q. pawn 1 square.

B. The K. pawn takes the pawn.

11.

W. The pawn takes the pawn.

B. The bishop to the Q. knight's 3d (f).

12.

W. Q. knight to his bishop's 3d.

B. The same.

13.

W. Q. bishop to his king's 3d.

B. K. knight to adverse K. knight's 4th.

---

(e) Your queen attacks two pawns, which your adversary can only sustain by placing his queen at her bishop's square; this situation may take place in the first moves of a party, and very frequently your adversary finds himself unable to sustain the two pawns at once.

(f) If he had played his bishop to your queen's knight's fourth, you must have sustained your king's pawn with your queen.

14. W.

14.

W. K. r. pawn 1 square (g).

B. The knight takes the bishop.

15.

W. The pawn takes the knight.

B. K. r. pawn 1 square (h).

16.

W. K. kn. pawn 2 squares.

B. The same.

17.

W. K. rook to its bishop's 2d.

B. The queen to her 2d square.

(g) You thus force the knight to retreat or to take, which is better than suffering him to hover over the pieces, to make a capture at his own convenience.

(h) He plays this pawn to hinder your knight from attacking his king's pawn, as otherwise he would be forced to defend it with his rook, which would afford you time to double your rooks on the file of your king's bishop. It is proper to observe, that in almost every case, whoever commands an opening with double rooks, must have the advantage; it is therefore an established maxim not to yield up these passes.

18. W.



## 18.

W. Q. rook to its K. bishop's square.

B. The king to his knight's 2d (i).

(i) So situated, the white must have chiefly in view to oblige the adversary to push his K. pawn a square, so that he may place a knight, sustained by two pawns, at the fourth square of the adverse K. bishop, which ought to decide the game in his favour: the black will, in opposition, seek the means of doubling the two rooks, and bring the Q. b. pawn into play, by pushing it two squares.

## Third Regular Party,

VARIANT FROM THE FIRST PARTY, AT THE  
SECOND MOVE OF THE BLACK.

WITH THREE BACK GAMES;

*On the Third, the Seventh, and the Eleventh Move of the  
Black.*

1.

W. The king's pawn 2 squares.

B. The same.

2.

W. K. bishop to his Q. bishop's 4th.

B. Q. b. pawn 1 square (a).

3.

W. Q. pawn 2 squares.

B. The K. pawn takes the pawn (b). 

(a) He prepares to push his Q. pawn two squares, in order to intercept the action of your bishop, occupy the centre with his pawns, and recover the advantage of the move.

(b) He might, according to his first design, have pushed his Q. pawn two squares. This will furnish interest for a back game.

4. W.

4.

W. The queen takes the pawn.

B. Q. pawn 1 square (c).

5.

W. K. b. pawn 2 squares.

B. Q. bishop to his king's 3d (d).


6.

W. The bishop takes the bishop.

B. The pawn takes the bishop.

7.

W. Q. b. pawn 2 squares.

B. Q. pawn 1 square (e). 

(c) If he had played his K. knight to his bishop's third square, you must have attacked the knight with your K. pawn, by which play you would have won many moves.

(d) If, instead, he had advanced his K. b. pawn two squares, you must then have pushed your K. pawn.

(e) He makes this move in order to break your pawns in the centre, or be able to establish his pawns strongly on his queen's side: he would have played wrong, had he pushed his Q. b. pawn upon your queen; as appears by a back game.

8.

W. The Q. b. pawn takes the pawn.

B. The K. pawn takes the pawn (f).

9.

W. K. pawn 1 square.

B. Q. b. pawn 1 square.

10.

W. The queen to the K. bishop's 2d (g).

B. Q. knight to his bishop's 3d.

11.

W. K. knight to his bishop's 3d.

B. Q. pawn 1 square (h).

(f) It would have been improper for the adversary to take with his queen's bishop's pawn, because his pieces would be confined, and their sphere of action less extensive than yours.

(g) It would be wrong to give check with your queen, because it would answer no useful purpose, and for any other, she ought not to be removed from one of the four files in the centre; you must, on the contrary, keep her behind your principal pawns, especially in the beginning of a party.

(h) It would have been bad play to push his queen's bishop's pawn; and a back game on this move will shew it to be of consequence, when you have a cordon of pawns, to push the leading one.

12. W.

12.

W. The king castles.

B. The queen to her 4th square.

13.

W. K. rook to its queen's square (*i*).B. The king castles (*k*).

14.

W. Q. kn. pawn 1 square.

B. K. knight to his rook's 3d.

15.

W. Q. knight to his rook's 3d.

B. K. bishop to his king's 2d.

16.

W. Q. bishop to his Q. knight's 2d (*l*).

(*i*) This move is indispensable to prevent him from pushing his queen's bishop's pawn, which would bring two of his pawns a-breast upon your ground; besides, affording a favourable opportunity for his bishop to get out.

(*k*) If he had pushed his queen's knight's pawn two squares, you would have won a pawn, by attacking his queen with your queen's knight.

(*l*) This party is quite even, the position is as good on one side as the other, the bishops are reduced to a narrow field, and the rooks are free.



## FIRST BACK GAME,

*On the Third Move of the Black, pa. 80.*

3.

W. Queen's pawn 2 squares.

B. The same.

4.

W. The K. pawn takes the pawn:

B. The Q. b. pawn takes the pawn.

5.

W. The K. bishop gives check (*a*).

B. The bishop covers the check.

6.

W. The bishop takes the bishop.

B. The knight takes the bishop.

7.

W. The pawn takes the pawn.

B. The knight takes the pawn.

---

(*a*) If, instead of giving check, you had removed this bishop to your queen's third square, you would have lost both the move and the advantage of situation, because he would immediately have made himself master of the centre, by pushing his king's pawn.

8. W.

8.

W. The queen to her king's 2d.

B. The same (*b*).

9.

W. Q. knight to his bishop's 3d.

B. The king castles.

10.

W. Q. bishop to the K. bishop's 4th.

B. K. knight to his bishop's 3d.

11.

W. The king castles.

---

(*b*) If he had sustained this knight by any other piece, he would have been subject to lose him, by your playing the king's bishop's pawn.

---

Such being the situation of the game, you have chiefly two objects in view : first, to fortify the queen's bishop, whose direction annoys the adverse king, and next to attack the queen's pawn, which being separated from the other pawns, can no longer be sustained but by the pieces. It is always advantageous to attack a separated pawn, were it only to employ the adverse pieces.

## SECOND BACK GAME,

*On the Seventh Move of the Black.*

7.

W. Queen's bishop's pawn 2 squares.

B. Q. b. pawn 1 square (*a*).

8.

W. The queen to her 3d square.

B. K. knight to his bishop's 3d.

9.

W. Q. knight to his bishop's 3d.

B. The same.

10.

W. Q. r. pawn 1 square (*b*).

B. K. bishop to his king's 2d.

11.

W. K. knight to his bishop's 3d.

B. The king castles.

---

(*a*) This allows you to lay a foundation for victory. You must give him no other opportunity of pushing his queen's pawn; if you block that, his king's bishop must remain imprisoned, and your pieces will command more of the board than his.

(*b*) This move is essential; he would otherwise have attacked your queen with his queen's knight; by which he would have obtained liberty to push his queen's pawn, and disengage his pieces.

12. W.

12.

W. K. kn. pawn 1 square (c).

B. Q. knight to his rook's 4th (d).

13.

W. Q. bishop to his king's 3d.

B. Q. knight to the adverse Q. knight's 3d.

14.

W. Q. rook to its queen's square.

B. K. knight to adverse K. knight's 4th.

15.

W. Q. bishop to the K. knight's square (e).

B. Q. r. pawn 1 square (f).

(c) If circumstances had permitted you to remove your queen's bishop to the king's third square, he would have played his king's knight to his fifth square, in order to take your bishop, and free that of his king. It is convenient to preserve a bishop of the same diagonal with your adversary. The oblique action of the bishop is very dangerous, and the best defence is to oppose bishop to bishop.

(d) He plays this knight in order to exchange him for your bishop.

(e) None of the attacks of the adversary are dangerous, because they do not break your centre; and you may dislodge the knights whenever you please; this proves that effective attacks are to be made only by the co-operation of several pieces. The defence must be negligent, when attacks succeed with one or two.

(f) In order to hinder your queen's knight from attacking his queen's pawn.

16:

W. K. r. pawn 1 square.

B. K. knight to his bishop's 3d.

17.

W. Q. bishop to his king's 3d.

B. K. knight to his rook's 4th.

18.

W. Q. knight to his king's 2d.

B. Q. knight to his rook's 4th (g).

19.

W. The king castles (h).

---

(g) Instead of removing this knight, he might have sustained him by playing his queen to her knight's third square: then you would have pushed your king's knight's pawn.

(h) From this situation you have a practicable road for the attainment of the game, but it will depend on preventing the adverse queen's pawn from advancing, and on not hastily pushing the pawns on the right wing, till the king is ready to sustain them.



## THIRD BACK GAME,

*On the Eleventh Move of the Black.*

11.

W. King's knight to his bishop's 3d.

B. Q. b. pawn 1 square.

12.

W. Q. bishop to his king's 3d.

B. The K. bishop gives check.

13.

W. Q. knight to his bishop's 3d (a).

B. K. knight to his king's 2d.

14.

W. The king castles with his rook.

B. K. knight to his bishop's 4th (b).

---

(a) If he take your knight, his queen's pawn must fall into your hands, because it cannot be sustained by any other pawn; besides you may attack it with all your pieces.

(b) He plays this knight to get rid of your bishop, and open afterwards a passage for his king's bishop upon your king and queen, which would prove very dangerous.

15. W.

15.

W. Q. rook to its queen's square (c).

B. The knight takes the bishop.

16.

W. The queen takes the knight.

B. Q. knight to his king's 2d.

17.

W. The king to his rook's square (d).

B. K. bishop takes the knight (e).

19.

W. The pawn takes the bishop.

B. The king castles (f).

---

(c) Your view is, to oblige him, either to sustain the pawn of his queen, or to take your knight.

(d) You might have taken his queen's pawn with your knight, and afterwards played your queen to your king's fourth, to force his knight; but he would then have disentangled his queen by giving check: so that this move is previously necessary.

(e) Being no longer able defensively to sustain his queen's pawn; he is forced to take your knight to preserve it.

(f) In this situation, the white player must win; the remaining measures being, to hinder the adverse queen's pawn from coming into play, and to sustain the centre pawns, not advancing them too hastily.

Fourth

## Fourth Regular Party,

VARIANT FROM THE FIRST PARTY, ON THE  
THIRD MOVE OF THE BLACK.

WITH ONE BACK GAME,

*On the Fifth Move of the White.*

1.

W. The king's pawn 2 squares.

B. The same.

2.

W. K. bishop to his Q. bishop's 4th.

B. The same.

3.

W. Q. b. pawn 1 square.

B. K. knight to his bishop's 3d.

4.


W. Q. pawn 2 squares (a).

B. The pawn takes the pawn.

(a) You might push this pawn only one square, but then your situation would be the same, as that already shewn in the first variation.

5. W.

5.

W. The pawn takes the pawn (b). 

B. The K. bishop gives check (c).

6.

W. The Q. bishop covers the check.

B. The bishop takes the bishop.

7.

W. The Q. knight takes the bishop.

B. Q. pawn 2 squares (d).

8.

W. The K. pawn takes the pawn.

B. The knight takes the pawn.

9.

W. The queen to her knight's 3d (e).

B. Q. b. pawn 1 square.

10. W.

(b) Instead of taking, you might push the K. pawn a square, which would not be amiss against a player to whom some advantage is given: The subject of a back game.

(c) Had he removed his bishop to his Q. knight's third, he would have committed himself, and conspired to establish your pawns in the centre.

(d) Had he not played in this manner, he would have given you time to occupy the centre with your pawns.

(e) You might give check with your queen at your king's second square, but this move would enable your adversary

## 10.

W. K. knight to his king's 2d.

B. The king castles.

## 11.

W. The king castles with his rook.

B. K. knight to his Q. knight's 3d (*f*).

## 12.

W. K. bishop to his queen's 3d.

B. Q. bishop to his king's 3d.

## 13.

W. The queen to her bishop's 2d.

B. K. kn. pawn 1 square.

## 14.

W. K. b. pawn 2 squares (*g*).

B. The same (*h*).

adversary to educe his queen's bishop; besides, the king and queen are, generally, not to be placed on the same line, especially when the file is left open by the exchange of each party's pawn.

(*f*) He plays this with a view, either to get out his Q. bishop, or to remove your K. bishop.

(*g*) You push this pawn to break the chain of pawns which cover his king.

(*h*) As he has pushed his king's bishop's pawn two squares, you must endeavour to post one of your knights at the adverse king's fourth square; whence he cannot be removed but by an exchange, and an exchange will unite your pawns in the centre.

15. W.



15.

W. Q. knight to his K. bishop's 3d.

B. Q. knight to his queen's 2d.

16.

W. Q. knight to the adverse king's 4th.

B. Q. knight to his K. bishop's 3d (*i*).

17.

W. Q. rook to its queen's square.

B. K. knight to his queen's 4th.

18.

W. The queen to her second square (*k*).

B. Q. r. pawn 2 squares.

19.

W. K. knight to his Q. bishop's 3d. (*l*).

(*i*) He will not concentrate your pawns by taking your knight.

(*k*) This move is necessary, to prevent his knight from occupying your king's third square.

(*l*) I should think [the white has the better game, on account of the place where the Q. knight stands; however, such an advantage, unaccompanied by any other, is not decisive: the black must not take the knight before he has displaced one of the pawns that sustain the knight, which may be done by changing the queen's bishop's pawn for the adverse queen's pawn, and then both games will be even.

BACK

## BACK GAME,

*On the Fifth Move of the White.*

5.

W. The king's pawn 1 square.

B. The queen to her king's 2d (a).

6.

W. The Q. b. pawn takes the pawn.

B. The K. bishop gives check.

7.

W. The Q. bishop covers the check (b).

B. The K. bishop takes the bishop.

8.

W. The Q. knight takes the bishop.

B. Q. pawn 1 square (c).

(a) Had he withdrawn his knight, that move alone would have given you the game.

(b) You might cover check with your Q. knight, placing him at his bishop's third, and if he then played his K. knight to your king's fourth, you would not be without means of sustaining your centre; in that situation, his best play would be to push his Q. pawn 2 squares.

(c) Had he pushed this pawn two squares, your centre would have been safe.

9. W.

9.

W. The queen to her king's 2d (*d*).

B. The Q. pawn takes the pawn.

10.

W. The Q. pawn takes the pawn.

B. K. knight to his queen's 2d.

11.

W. K. b. pawn 2 squares.

B. K. b. pawn 1 square.

12.

W. K. knight to his bishop's 3d.

B. The K. b. pawn takes the pawn (*e*).

---

(*d*) If your king's bishop's pawn had been played two squares, he might have broken your pawns, by pushing his queen's bishop's pawn to the full extent.

(*e*) The black player has succeeded in breaking the white central pawns. The design of this back game is to prove, how dangerous it is, when two pawns stand on a front line in the centre, to advance one, before your adversary offers to change. You should wait the offer, and then the pawn may be pushed safely. If, even after you had incautiously assailed the knight with your pawn, instead of pushing his queen's and his bishop's pawn one square only, he had advanced either of them two squares, offering to change, your centre would have remained safe.

## Fifth Regular Party,

VARIANT FROM THE FIRST PARTY, ON THE  
THIRD MOVE OF THE BLACK;

WITH ONE BACK GAME,

*On the Third Move of the Black.*

1.

W. The king's pawn 2 squares.

B. The same.


2.

W. K. bishop to his Q. bishop's 4th.

B. The same.

3.

W. Q. b. pawn 1 square.

B. The queen to her king's bishop's 3d (a). 

4.

W. K. knight to his bishop's 3d (b).

B. Q. knight to his bishop's 3d (c).

5. W.

(a) As, instead of this move, he might have played his queen to your king's rook's fourth, it will be the subject of a back game.

(b) He forces you to get out your king's knight before your pawn; but after repelling the attack, you may manœuvre to bring the pawn into play. You might for the knight have substituted the queen; but she is better at her home, because she enables you to advance, with effect, the queen's pawn upon his king's bishop.

(c) He plays his knight with a view to hinder you from

5.

W. Q. kn. pawn 2 squares (*d*).

B. K. bishop to his Q. knight's 3d.

6.

W. Q. r. pawn 2 squares.

B. Q. r. pawn 1 square (*e*).

7.

W. Q. pawn 1 square.

B. The same.

8.

W. K. r. pawn 1 square.

B. The same.

9.

W. The queen to her king's 2d.

B. Q. bishop to his king's 3d (*f*).

10.

W. Q. knight to his rook's 3d.

B. K. knight to his king's 2d.

pushing your queen's pawn two squares, nevertheless this move may be ventured; as is illustrated in another party.

(*d*) It is not always advantageous to push the pawn on the wings; as the removal of the knight's pawn, in particular, lays open the rook, such a step must be taken cautiously.

(*e*) If he had advanced this pawn two squares, you must have pushed yours upon his knight, according to the rule, already prescribed, always to advance the attacked pawn.

(*f*) Not being able to turn your king's bishop's action with his pawns, he interposes his queen's bishop.

11. W.



11.

W. The bishop takes the bishop.

B. The queen takes the bishop (*g*).

12.

W. Q. knight to his bishop's 4th.

B. The king castles with his rook (*h*).

13.

W. The Q. knight takes the bishop.

B. The pawn takes the knight.

14.

W. Q. bishop to his king's 3d.

B. K. knight to his Q. bishop's square.

15.

W. The king castles with his rook.

B. K. b. pawn 2 squares.

16.

W. The K. pawn takes the pawn (*i*).B. The queen takes the pawn (*k*).

(*g*) He might take with the pawn, and it would not be bad play.

(*h*) Had he castled on his queen's side, he would have committed to you the advantage of situation.

(*i*) Had you not taken this pawn, he would have advanced it another move upon your bishop, have dislodged him, and obtained an easy attack upon your king's wing with his pawns.

(*k*) Now, the pursuit of the white must be, to change the king's bishop's pawn with the adverse king's pawn, and that will turn the advantage on his side.

## BACK GAME.

*On the Third Move of the Black.*

3.

W. Q. b. pawn 1 square.

B. The queen to the adverse king's rook's 4th.

4.

W. The queen to her king's 2d.

B. K. knight to his bishop's 3d.

5.

W. Q. pawn 1 square.

B. K. knight to the adverse K. knight's 4th.

6.

W. K. kn. pawn 1 square (a).

B. The queen to her bishop's 3d (b).

7.

W. K. knight to his rook's 3d (c).

B. Q. pawn 1 square.

(a) On this move, the king's knight might be played to his bishop's third.

(b) If, instead of his queen's retreating, his bishop had taken your king's bishop's pawn, giving check, you must have taken his bishop with your queen; and you would have gained a piece.

(c) The rook's third square is not commonly the best place for the knight, but it is necessary in the present crisis.

8. W.

8.

W. K. b. pawn 1 square.

B. K. knight to the adverse king's 3d (*d*).

9.

W. The Q. bishop takes the knight.

B. The K. bishop takes the bishop.

10.

W. The queen takes the bishop.

B. The Q. bishop takes the knight.

11.

W. Q. knight to his queen's 2d.

B. The same (*e*).

(*d*) Had he withdrawn this knight, you must then have placed yours, now attacked, at his bishop's second square; and at the subsequent move, have played your queen's bishop to the king's third, to take off the adverse bishop.

(*e*) The white player has several moves over the black. The latter has been engaged in a speculation which can scarcely prevail against a good player. The queen making the premature attack has retreated, and she must again remove, to avoid the approach of the adverse, and make way for her own pawns.

If the principle of the second Essay in the Introduction be correct, the use of this back game, from the sixth move, is superseded.

## Sixth Regular Party.

1.

W. The king's pawn 2 squares.

B. Q. b. pawn 2 squares (*a*).

2.

W. K. b. pawn 2 squares.

B. Q. knight to his bishop's 3d.

3.

W. K. knight to his bishop's 3d (*b*).

B. K. pawn 1 square.

4.

W. Q. b. pawn 1 square (*c*).

B. Q. pawn 2 squares.

5. W.

(*a*) This way of opening the game, when you have not the move, is entirely defensive, and therefore not to be adopted if any advantage is granted; but, commencing on equal terms, it is a good experiment on the strength of an adversary with whose skill you are unacquainted.

(*b*) Had you not brought out the knight, it would have been his game to force you to play the gambit, by pushing his king's pawn two squares; and you could not take without being exposed to a check from his queen. The train of moves, then induced, would terminate in his favour, if he played critically correct.

(*c*) You might have pushed your queen's pawn two squares,

5.

W. K. pawn 1 square.

B. K. b. pawn 2 squares (*d*).

6.

W. Q. pawn 2 squares.

B. K. knight to his rook's 3d (*e*).

7.

W. Q. bishop to his king's 3d.

B. The queen to her knight's 3d (*f*).

squares, in order to change it with his queen's bishop's pawn, and this move would not be amiss; but it would bring his king's bishop to his queen's bishop's fourth, where he would give great annoyance to your pieces, unless you had your queen's bishop to oppose him.

(*d*) He might have played his queen's pawn one square; in that case, you must have taken his pawn with yours, to hinder him from placing his pieces on the side of his queen, correspondently to those on your king's side.

(*e*) It would be bad play in him to take your pawn, as that would be clearing the way for your queen's knight; so it would be wrong for you to take his pawn with yours, as that would present an advantageous post to his king's bishop.

(*f*) He attacks your Q. kn. pawn in order to induce you to push it, but it is better to sustain it; for if it leave its place, he may, by pushing his Q. r. pawn two squares, form a successful attack on your left wing.



8.

W. The queen to her 2d square.

B. K. knight to his bishop's 2d (*g*).

9.

W. The Q. pawn takes the Q. b. pawn (*h*).

B. The K. bishop takes the pawn.

10.

W. The Q. bishop takes the bishop.

B. The queen takes the bishop.

11.

W. Q. knight to his rook's 3d (*i*).B. K. kn. pawn 2 squares (*k*).

(*g*) Had he attacked your Q. bishop with this knight, you must not have suffered him to change piece for piece; but have withdrawn your bishop, and forced his knight to retreat afterwards.

(*h*) As your Q. knight cannot sally, without exposing you to the risk, of having either a pawn doubled, or your queen forced, it is necessary to take off his K. bishop.

(*i*) You play this knight that he may be in a course to coöperate with your K. knight at your queen's fourth; the rook's third is the best post he can at present take. In general, it is essential to keep open a free communication between the knights; as it is desirable to post them on squares, where they can neither be attacked by pawns, nor forced by other pieces to retreat.

(*k*) He pushes this pawn with a view to break your centre, and it would be assisting his scheme to take it.

12. W.

12.

W. K. kn. pawn 1 square.

B. K. r. pawn 2 squares (*l*).

13.

W. K. r. pawn 2 squares.

B. The K. kn. pawn takes the K. b. pawn (*m*).

14.

W. The K. kn. pawn takes the pawn.

B. King's rook to its knight's square (*n*).

15.

W. K. knight to the adverse K. knight's 4th.

B. K. knight to his rook's 3d (*o*).

(*l*) His design is to make an opening for his king's rook, and were he allowed to push this pawn another square, he would force and break the rear of your cordon of pawns.

(*m*) As your K. knight, sustained by two pawns, may safely place himself at his fifth square, so the adversary takes your pawn, that he may procure for his knight a similar post.

(*n*) He plays this rook, to secure the command of the file. Here is a juncture at which a rook may well be sacrificed for another piece. Supposing that you were not to close this line with your knight, he would remove his rook to your king's knight's fourth square, where, supported by two pawns, it could not be taken, without concentrating his pawns.

(*o*) He plays this knight with a design of procuring him as good a place as yours now occupies.

16. W.

16.

W. Q. knight to his bishop's 2d.

B. K. knight to the adverse K. knight's 4th.

17.

W. Q. knight to his queen's 4th (*p*).

B. The king to his 2d square.

18.

W. K. bishop to his king's 2d.

B. Q. bishop to his queen's 2d.

19.

W. The king castles with his rook (*q*).

B. Q. rook to its bishop's square.

20.

W. Q. rook to its bishop's square (*r*).

(*p*) By this move you break the direction of his queen, and your two knights are united to attack and take his king's pawn.

(*q*) It would be dangerous to castle on your left, because the adversary might form an easy attack upon your king; besides, your king must occupy his knight's third square, in order to restrain the adverse king's knight, and in the mean while sustain your pawns.

(*r*) This is necessary to prevent him from making himself master of that file, by changing his knight for yours, the consequence of which would give him the game. The rooks are never to yield the openings. At present the game is even, except that the pawn advanced on the ground of the black, may be said to give the white some little advantage.

The

The conduct of the regular parties is analytical, the most exquisite form of each taking the lead, from which the back games that branch, are inferior either in the dexterity, or the regularity of the moves. By some of the back games it appears, that a player may commence his investment of the adverse party in form, and yet, from the manner of the play that is opposed to him, be diverted into irregularity. Again, on the other hand, it will appear, from some examples of the Salvio Gambit, on which we are going to enter; that when one player meditates a speedier circumvention than regularity of approach could effect; defensive movements may be adopted by the other, of a systematic character, the influence of which shall be so strong, as to impress, by degrees, a conformity to method on the attitude of both sets of pieces. At the same time, in practice it will be found, that a continual recurrence to principle must modulate the movements of gambits, or they will resemble the incursions of the Cossacks. The difficulty is, when you attempt a *coup de main* at Chess, to preserve such an arrangement, that you may return to the progressive method, if obliged, without taking lower ground than the adversary.

The

## The Salvio Gambit.

### FIRST PARTY,

#### WITH THREE BACK GAMES.

1.

W. The king's pawn 2 squares.

B. The same.

2.

W. K. b. pawn 2 squares.

B. The pawn takes the pawn,

3.

W. K. knight to his bishop's 3d.

B. K. kn. pawn 2 squares.

4.

W. K. bishop to his Q. bishop's 4th.

B. K. kn. pawn 1 square.

5.

W. K. knight to the adverse king's 4th.

B. The queen gives check.

6.

W. The king to his bishop's square.



B. K. knight at his bishop's 3d (a).

7. W.

(a) DOCTOR SALVIO, in his Treatise, printed at Naples, in the year 1723, lays down this defence of the gambit, but without




7.

W. The queen to her king's square (b). B. The queen takes the queen (c): 

8.

W. The king takes the queen.

B. The K. knight takes the K. pawn (d). 

without examining thoroughly any combination: the great number of moves which arise and succeed each other every instant in this party, very possibly may have prevented him from analysing and calculating the matter. PHILIDOR.

PHILIDOR can only mean, that SALVIO has not detailed any combinations different from the step dictated, in collateral notes on the play; though it is evident that he must have traced them, from his ultimately fixing on the most complete defence. EDITOR.

(b) The seventh move may be varied; but only three other courses are worth examination: the mediocre is to take the pawn with the bishop, and give check, as in the first and second back games—the more objectionable, to play the queen's pawn two squares, as in the supplement to the first back game—the best, to play out the Q. knight, as in the Second Party.

(c) If, instead of taking your queen, he had pushed his king's knight's pawn, you must have taken his king's bishop's pawn, giving check, and then have played your knight to your king's bishop's third square.

(d) Had he pushed his queen's pawn one square, instead of taking your pawn with his knight; you must have taken his king's bishop's pawn with your knight, and sacrificed the knight and bishop for two pawns and a rook; the subject of the third back game.

9. W.

9.

W: The K. bishop takes the pawn, and gives check.

B. The king to his 2d square (*e*).

10.

W. K. bishop to Q. knight's 3d (*f*).

B. K. knight to his bishop's 3d (*g*).

11.

W. Q. pawn 2 squares.

B. Q. pawn 1 square.

12.

W. K. knight to his queen's 3d (*h*).

B. K. pawn 1 square (*i*).

(*e*) If he had moved his king to his queen's square, it would have been your game, to have drawn back your king's bishop, in order to give a divergent check with your knight, or make him lose a turn.

(*f*) In this situation you must either win a pawn, or force the change of his king's rook for your knight.

(*g*) Had he pushed his queen's pawn one move, it would have been proper to have attacked his rook with your knight, and then to take his queen's pawn with the knight, leaving his rook exposed to your bishop.

(*h*) It would be bad play to attack his rook with your knight, who, being without a retreat, would at length be forced and taken.

(*i*) Being no longer able to sustain this pawn, he pushes it; you must readily take it, because his pawn left separate will eventually be lost.

13. W.

13.

W. The pawn takes the pawn.

B. The pawn takes the pawn.

14.

W. The king to his bishop's 2d.

B. Q. bishop to adverse K. knight's 4th.

15.

W. Q. bishop to adverse K. knight's 4th.

B. Q. knight to the queen's 2d.

16.

W. Q. knight to the queen's 2d.

B. Q. rook to its king's square (*k*).

(*k*) In this position the white party have this advantage, that their pieces are disposed in better order; nevertheless, this manner of playing the gambit is no ways advantageous against a player, to whom a piece is granted; though this mode of approach, when the contest is without odds, is as calculated as any to foil an ingenious defence. SALVIO's preparation to meet the gambit, comprises a spear as well as a shield; and is extremely adapted to take the attack out of the hands of the assailant.

## FIRST BACK GAME,

TO THE FIRST PARTY,

*On the Seventh Move of the White.*

7.

W. The king's bishop takes the pawn, and gives check.

B. The king to his 2d square (*a*).

8.

W. K. bishop to Q. knight's 3d (*b*).

B. Q. pawn 1 square (*c*).

(*a*) SALVIO here directs the removal of the king to his queen's square; but, after the most exact calculations, I think it would be better to play the king to his second square: that the reader may, however, judge which is the preferable course, I exhibit both ways of playing, adding a variation on the seventh move of the black.

(*b*) You are forced to withdraw the bishop, in order to avoid the loss of a piece.

(*c*) If he had taken your king's pawn with his knight, you must have played your queen to your king's square, to offer an exchange of queens, which would restore your game to a firm state of defence; but if, instead of pushing this pawn, he had played his knight to his king's rook's fourth, you should have taken his king's knight's pawn with your queen, permitting afterwards a divergent check: then, by taking his knight with your pawn, although his queen may take your rook, your situation from embarrassing rises to advantageous.

9. W.

9.

W. K. knight to the queen's 3d (*d*).

B. K. knight to his rook's 4th.

10.

W. The queen to her king's square.

B. K. kn. pawn 1 square (*e*).

11.

W. The king to his knight's square (*f*).B. K. bishop to his knight's 2d (*g*).

12.

W. Q. b. pawn 1 square.

B. The queen to her K. knight's 4th.

13.

W. K. bishop to the queen's square.

B. Q. bishop to adverse K. knight's 4th.

(*d*) This is an incommodious retreat for your knight; but if you had attacked his rook, your piece would have been forced. It is the adverse king, played to his second square, on the seventh move, that has thrown your game into so perplexing a situation.

(*e*) Had he given check with his knight, you would have won a piece by removing your king; and if he had exchanged queens, you would have put an end to his attack.

(*f*) This move is requisite to support your king's rook.

(*g*) This is done that, if your pawn take his, he may give you check, and speedily win.



14:

W. The bishop takes the bishop.

B. The queen takes the bishop.

15.

W. K. r. pawn 1 square (*h*).

B. The queen to her K. knight's 3d.

16.

W. The queen to her king's 2d (*i*).

B. Q. knight to the queen's 2d.

17.

W. K. knight to the king's square (*k*).

---

(*h*) It is advisable to push this pawn; and not to take, which would establish his king's knight upon your field.

(*i*) You thus prepare for bringing out the pieces of your left wing, without being obliged to place your knight at his bishop's third.

(*k*) In this position, though the black pieces have the advantage, yet the game is not irrecoverably lost, because the white have still some chance of succeeding in placing their pawns in the centre.

## SUPPLEMENT

## TO THE FIRST BACK GAME.

7.

W. Q. pawn 2 squares.

B. Q. pawn 1 square (*a*).

8.

W. K. knight to the queen's 3d.

B. K. pawn 1 square.

9.

W. Q. knight to his bishop's 3d.

B. The K. pawn takes the pawn, checking.

10.

W. The king takes the pawn.

B. The queen gives check, &c. &c. (*b*).

---

(*a*) Had he taken your king's pawn, you must have played your queen to your king's second.

(*b*) It is unnecessary to proceed: the variations of the first back game recur, with the difference that you have one pawn less.

## SECOND BACK GAME,

## TO THE FIRST PARTY,

*On the Seventh Move of the Black, in the First Back Game.*

7.

W. The K. bishop takes the pawn, checking.

B. The king to the queen's square (a):

8.

W. Q. pawn 2 squares (b).

B. K. pawn 1 square (c).

(a) This does not oblige you to withdraw your bishop, as in the first back game; so that, remaining in advance, he may hinder the adverse king's knight from vaulting to his king's rook's fourth, where his presence is dangerous.

(b) Had you withdrawn your king's bishop to attack the king and rook with your knight, he would have played his knight to his king's rook's fourth, and sacrificed his rook to win the game.

(c) There were two other ways for him to have played; the first, to force your knight to retreat, by pushing his queen's pawn upon him; the other, to take your king's pawn with his knight; in the latter case, you should offer an exchange of queens by playing yours to your king's square.

9. W.

9.

W. Q. knight to his bishop's 3d (*d*).

B. Q. pawn 1 square.

10.

W. K. knight to the queen's 3d.

B. The K. pawn takes the pawn.

11.

W. The king takes the pawn.

B. The queen gives check.

12.

W. The king to his knight's square (*e*).

B. K. kn. pawn 1 square.

13.

W. K. knight to his bishop's 4th (*f*).

(*d*) Had you taken his pawn with yours, he would have won the game.

(*e*) If you had moved the king to his bishop's second square, the black would have won the game, by giving check with his king's knight's pawn, and, at the next move, check with his king's knight.

(*f*) This move forces his queen to retreat, and allows time to put your game in a state of defence. If you could exchange queens, your condition would be still better, for your pawns not only stand in the centre, but are farther advanced than his.

## THIRD BACK GAME,

TO THE FIRST PARTY OF THE SALVIO  
GAMBIT,

*On the Eighth Move of the Black.*

8.

W. The king takes the queen.

B. Q. pawn 1 square (*a*).

9.

W. The K. knight takes the K. b. pawn.

B. Q. pawn 1 square.

10.

W. The K. bishop takes the pawn (*b*).

B. The K. knight takes the bishop.

11.

W. The knight takes the rook.

B. K. knight to his bishop's 3d (*c*).

12. W.

(*a*) If instead of this, he had played his queen's knight to his bishop's third, you must have taken his knight with yours, and sustained your king's pawn, by that of your queen.

(*b*) It is better to take his pawn, than to surrender your bishop to it, because his rook still remains exposed.

(*c*) He might with his knight have attacked your queen's  
bishop's



12.

W. Q. pawn 1 square.

B. K. bishop to his knight's 2d.

13.

W. Q. b. pawn 1 square (*d*).B. The bishop takes the knight (*e*).

14.

W. The Q. bishop takes the pawn.

B. Q. b. pawn 1 square.

15.

W. The knight to his queen's 2d (*f*).

---

bishop's pawn, which you would have defended with your queen's knight.

(*d*) This move is necessary before you take the gambit pawn, because he would else take your king's pawn by sacrificing his knight, and afterwards take your queen's knight's pawn with his bishop.

(*e*) He could not have sustained the king's or gambit pawn for more than two or three moves.

(*f*) In this situation, it is better to advance the king under the pawns, than to castle, and you will have then a better game than your adversary.

The king will lose nothing in security by not castling, but in speaking as if he had that alternative, it seems to have escaped PHILIDOR, that the king cannot use it this game, having moved—moved twice, reaching his original square. His standing there accounts very easily for the mistake.

## Second Party

### OF THE SALVIO GAMBIT;

WITH ONE BACK GAME,

*On the Seventh Move of the White.*

1.

W. The king's pawn 2 squares:

B. The same.

2.

W. K. b. pawn 2 squares.

B. The pawn takes the pawn.

3.

W. K. knight to his bishop's 3d.

B. K. kn. pawn 2 squares.

4.

W. K. bishop to his Q. bishop's 4th.

B. K. kn. pawn 1 square.

5.

W. K. knight to adverse king's 4th (a).

B. The queen gives check.

(a) You might castle at the fifth move, and suffer him to take your knight; you then take his knight's pawn with your queen, and depend for reprisals on attacking his king's bishop's pawn. All your pieces would promptly take excellent stations, and before he could secure his king, able manœuvring might expect an equivalent for the knight.


6. W.

6.

W. The king to his bishop's square.

B. K. knight to his bishop's 3d.

7.

W. Q: knight to his bishop's 3d (b). 

B. Q. pawn 1 square (c).

8.

B. K. knight to his queen's 3d (d).

B. K. pawn 1 square.

9.

W. K. kn. pawn 1 square (e).

B. The queen gives check.

(b) If you had taken his king's bishop's pawn with your knight, he would, by pushing his queen's pawn two squares, have gained two pieces for his king's rook. The same pawn might be taken with the bishop, and check given at the moment, the subject of the back game.

(c) Had he brought out his queen's knight to his bishop's third, you must have taken his knight with yours, and then offered queen for queen at your king's square.

(d) Had you taken his king's pawn with your knight, he would have left his rook exposed, playing his king's knight to his rook's fourth, as a prelude to a double attack on your king and rook, which would throw you into a disagreeable situation.

(e) Had you taken the pawn with yours, he would, by taking with his king's knight's pawn, have opened the line for his queen's bishop; by which you would be exposed to the hazard of losing your queen, or receiving check-mate.

10. W.

10

W. The king to his bishop's 2d.

B. The queen gives check.

11.

W. The king to his 3d square.

B. The K. bishop gives check.

12.

W. The K. knight covers the check.

B. Q. b. pawn 1 square (*f*).

13.

W. The queen to her K. bishop's square.

B. The queen takes the queen.

14.

W. The K. bishop takes the queen.

B. K. bishop to his knight's 2d (*g*).

15.

W. K. r. pawn 1 square.

B. K. r. pawn 2 squares.

---

(*f*) He plays this pawn to prevent his queen being forced. (See the situation at the thirteenth move of the second back game of the first gambit, volume the first.) And should he castle, or otherwise vary his play, it would be your game to propose queen for queen, at your king's bishop's square.

(*g*) It was expedient to withdraw this bishop, for by pushing your king's rook's pawn two squares, you would have broken all his pawns.

16. W.



## 16.

W. Q. pawn 2 squares (h).

---

(h) From this period the endeavour of each must be, to bring out the pieces as soon as possible; but the white must persist in not taking the king's knight's pawn with his rook's pawn; and though the black have the advantage in numbers, by a pawn, the situation of the white will then be preferable.

## BACK GAME,

*On the Seventh Move of the White.*

7.

W. The K. bishop takes the pawn, and gives check.

B. The king to his 2d square (*a*).

8.

W. K. bishop to his Q. bishop's 4th.

B. Q. pawn 1 square (*b*).

9.

W. K. knight to his queen's 3d.

B. K. knight to his rook's 4th.

(*a*) Had he withdrawn his king to his queen's square, you should have pushed your queen's pawn to its extent, and you would have obtained a firm position; but by this move, he dictates the retreat of your king's bishop, or by pushing his queen's pawn he would gain a piece.

(*b*) He had two other ways of playing; the one, to take your king's pawn with his knight, on which you play your queen to the king's second square, letting him give a divergent check with his knight, that sacrificing your rook for the knight, you might win the game. The other way would be, to transport his king's knight to his rook's fourth, in which case you ought to propose an exchange of queens at your king's square. This direction occurred in the first party. The counterplay to some strokes must be as before, although by the eighth move of the white the position is altered.

10. W.

10.

W. The queen to her king's square.

B. The queen to her K. bishop's 3d (c).

11.

W. K. pawn 1 square.

B. The Q. pawn takes the pawn.

12.

W. The queen takes the pawn, and gives check.

B. The queen takes the queen.

13.

W. The K. knight takes the queen (d).

---

(c) Had he given check with his knight, you ought to have withdrawn your king to his knight's square, and then he would lose a piece; and had he taken your queen, you ought to have taken with your knight, to facilitate the bringing out your pieces.

(d) In the present situation, the white seem to have the best of the game. PHILIDOR. But why, at the tenth move, is not the train of play for the Black, as in the first Back-game to the first party? The difference in the place of the white K. bishop is no obstruction. EDITOR.

## Supplements to former Games.

### SUPPLEMENT I.

To the First Gambit in the First Volume:

WITH TWO BACK GAMES;

*On the Fifth Move of the Black, and the Sixth of the White.*

1.

W. The king's pawn 2 squares.

B. The same.

2.

W. K. b. pawn 2 squares.

B. The pawn takes the pawn.

3.

W. K. knight to his bishop's 3d.

B. K. kn. pawn 2 squares.


4.

W. K. r. pawn 2 squares.


B. K. kn. pawn 1 square.

5.

W. K. knight to adverse king's 4th.

B. K. knight to his bishop's 3d. 

6.

W. Q. pawn 2 squares (a). 

B. Q. pawn 1 square.

7. W.

(a) You might have taken his king's knight's pawn with  
your

7.

W. K. knight to his queen's 3d.

B. The K. knight takes the K. pawn.

8.

W. The Q. bishop takes the pawn (*b*).

B. The queen to her king's 2d.

9.

W. The queen to her king's 2d (*c*).

B. K. bishop to his knight's 2d.

10.

W. Q. b. pawn 1 square.

B. K. r. pawn 2 squares.

11.

W. K. kn. pawn 1 square.

B. Q. pawn 1 square.

your knight, but your pieces would have been too much entangled; nevertheless, I shall make it the subject of a back game.

(*b*) At present he has the superiority over you of a pawn, but in abatement of that advantage, it is to be observed, that the pawn which should be foremost, being left behind, will remain useless till it attain your king's bishop's fourth square.

(*c*) Let him have played what piece he would, you certainly should have played as you have done, unless he had exposed some piece to be taken.

12. W.



12.

W. K. bishop to his knight's 2d.

B. K. b. pawn 2 squares (*d*).

13.

W. Q. knight to his queen's 2d.

B. Q. bishop to his king's 3d.

14.

W. The king castles with his rook (*e*).

B. Q. knight to his bishop's 3d.

15.

W. The king to his rook's 2d.

B. The king castles (*f*).

(*d*) His knight, which he arms with two pawns, you must forbear taking; as it would unite his pawns in the centre, introducing his king's bishop's pawn, now useless, to a post that would ensure him the game.

(*e*) It is better to castle on your right than on your left; because your king will sustain the knight's pawn, in case your adversary takes your queen's bishop.

(*f*) The position of the two parties is nearly even. The white must carry all his disposable force against the adverse king's bishop's pawn, in order to take it: the black, on the other hand, must manœuvre to exchange the king's knight, in order to unite his pawns in the centre. It is apparent from this gambit, that it is not advantageous to push the king's rook's pawn two squares, at the fourth move.

## FIRST BACK GAME,

*On the Fifth Move of the Black.*

5.

B. The queen to her king's 2d.

6.

W. Q. pawn 2 squares (a).

B. Q. pawn 1 square.

7.

W. The K. knight takes the K. kn. pawn.

B. The queen takes the K. pawn, checking.

8.

W. The queen interposes (b).

(a) Had you taken the exposed pawn with your knight, he would have pushed his king's bishop's pawn upon your knight, forcing him to retire to your king's bishop's second: he then, taking your king's pawn with that of his bishop, would have secured the advantage of position.

(b) In this situation you must exchange queens, as the most eligible step; and afterwards take the gambit pawn. The two games are even. It is obvious, that this way of playing the gambit is neither of a very interesting nature, nor productive of the after-games or numberless variations which spring from Salvio's gambits.

## SECOND BACK GAME,

*On the Sixth Move of the White.*

6.

W. The king's knight takes the knight's pawn (*a*).

B. The K. knight takes the K. pawn (*b*).

7.

W. The queen to her king's 2d.

B. The same (*c*).

8.

W. Q. knight to his bishop's 3d (*d*).

B. K. knight to adverse K. knight's 3d.

(*a*) Had you played the king's bishop to your queen's bishop's fourth, attacking his king's bishop's pawn, he would have removed his queen to her king's second, and rendered your position distressing.

(*b*) It would be bad play to take your knight.

(*c*) Though he defends his knight with his queen, he might safely have sustained him, by pushing his queen's pawn; in which case, you must have played your king's knight to his bishop's second.

(*d*) To hinder him from pushing his queen's pawn two squares; but if, contrary to your expectation, he should so push it, you may safely take it.

9.

W. The queen takes the queen.

B. The K. bishop takes the queen.

10.

W. K. rook to its 2d square.

B. Q. pawn 2 squares (*e*).

11.

W. K. knight to adverse king's 4th.

B. Q. b. pawn 1 square.

12.

W. Q. pawn 2 squares.

B. K. knight to his bishop's 4th.

13.

W. K. knight to his bishop's 3d.

B. K. bishop to his queen's 3d.

14.

W. K. bishop to his queen's 3d (*f*).

(*e*) Had he played the knight to his king's bishop's fourth, you must have attacked his king's bishop with your queen's knight, to force his removal; and if he had afterwards taken the rook's pawn and given check, you should have taken his bishop with your rook, to give check with your queen's knight.

(*f*) The game is nearly even: the gambit pawn will in time be taken, as it is separated, and cannot be sustained, but by the pieces.

**SUPPLEMENT II.**

**To the Third Party in the First Volume ; the  
Black moving first.**

**WITH ONE BACK GAME,**

*On the Seventh Move of the White.*

1.

B. The king's pawn 2 squares.

W. The same.

2.

B. K. knight to his bishop's 3d.

W. Q. pawn 1 square.

3.

B. Queen's pawn 2 squares.

W. K. b. pawn 2 squares.

4.

B. The Q. pawn takes the K. pawn.

W. The K. b. pawn takes the pawn.

5.

B. K. knight to adverse K. knight's 4th.

W. Q. pawn 1 square (*a*).

(*a*) It is better to push this pawn the second square, than to expose the queens; which would bring on a series of very puzzling moves; whereas, on the mode intended to be pursued, whether he take the king's pawn, or retreat with the king's knight, you will be able to defend yourself.




6.

B. Q. pawn moves to adverse king's 3d.

W. K. knight to the rook's 3d.

7.

B. Q. b. pawn 2 squares.

W. Q. pawn 1 square (*b*). 

8.

B. The K. knight takes the pawn.

W. The K. bishop gives check.

9.

B. The Q. bishop interposes.

W. The bishop takes the bishop.

10.

B. The Q. knight takes the bishop.

W. The king castles (*c*).

(*b*) If you had sustained your queen's pawn with that of your queen's bishop, you would have lost the game ; but in this situation he cannot take the pawn [that is upon the file of your king, without losing in return the one that is at your king's third. There is yet another way of playing, giving check with the king's bishop : it will make the subject of a back game.

(*c*) The pieces of the white seem to be the better placed.

## BACK GAME,

*On the Seventh Move of the White.*

7.

B. - - - - -

W. The king's bishop gives check.

8.

B. Q. knight to his bishop's 3d (a).

W. Q. pawn 1 square.

9.

B. Q. r. pawn 1 square.

W. K. b. pawn to adverse king's 3d (b).

10.

B. The Q. r. pawn takes the bishop.

W. The queen takes the knight.

11.

B. The queen takes the pawn.

W. K. knight to his bishop's 4th.

12.

B. The queen to adverse king's 4th (c).

W. The pawn takes the K. b. pawn, checking.

13. B.

(a) Had he covered the check with his queen's bishop, you had been enabled to take his king's knight with your queen.

(b) If he take this pawn with his king's bishop's pawn, you take his queen's knight, giving check; and afterwards take his king's knight with your queen.

(c) Had he taken the pawn at his king's third, and at-

13.

B. The king takes the pawn.

W. The queen gives check.

14.

B. The K. kn. pawn interposes.

W. The queen checks at adverse queen's 4th.

15.

B. The queen takes the queen.

W. The knight takes the queen.

16.

B. Q. bishop to K. bishop's 4th.

W. The K. knight takes the pawn.

17.

B. K. bishop to his knight's 2d.

W. Q. b. pawn 1 square.

18.

B. K. rook to its king's square.

W. The king castles.

---

tacked your queen, you must have taken his queen with your knight, ; and upon the capture of your queen, your knight, by attacking the king and rook, would have ensured the game.

---

The advantage of position inclines to the white party.

## SUPPLEMENT III.

VARIATIONS BY THE EDITOR, ON THE CUN-  
NINGHAM GAMBIT.*Referred to, ante, p. 20.*

## No. 1. FIRST RADICAL VARIATION.

1.

W. The king's pawn 2 squares.

B. The same.

2.

W. K. b. pawn 2 squares.

B. The pawn takes the pawn.

3.

W. K. knight to K. bishop's 3d.

B. K. bishop to the king's 2d.

4.

W. K. bishop to Q. bishop's 4th.

B. The K. bishop gives check.

5.

W. The K. kn. pawn interposes.

B. The pawn takes the pawn.

6.

W. The king castles.

B. The pawn takes the pawn, checking.

7. W.

## 7

W. The king to his rook's square. [*Thus far the Inventor of the gambit.*]

B. Q. PAWN 2 SQUARES. [*It may prevent mistakes to repeat, that this single move is Professor Sarratt's; and that the opposition to it is by the Editor, in vindication of Cunningham.*]

## 8.

W. The K. pawn takes the pawn.

B. Q. bishop to adverse K. knight's 4th\*.

## 9.

W. Q. knight to Q. bishop's 3d.

B. K. knight to K. bishop's 3d (a).

## 10.

W. The queen gives check, at her king's 2d.

B. The king to his bishop's square.

\* There are two Variations on this move; but as they proceed on a different principle from the game begun in pa. 19, they are placed last. The first is No. 33. the second No. 39.

(a) The principal Variations are upon this move. In No. 21, the queen to her 3d; in No. 22, the Q. bishop takes the knight; in No. 23, K. bishop to his king's 3d; in No. 28, the queen to the K. bishop's 3d.

11. W.



## 11.

W. Q. pawn 2 squares.

B. Q. knight to his queen's 2d (b).

## 12.

W. The queen takes the gambit pawn.

B. The Q. bishop takes the knight, checking.

## 13.

W. The rook takes the bishop.

B. K. kn. pawn 2 squares.

## 14.

W. First pawn in Q. file 1 square.

B. The pawn takes the pawn (c).

## 15.

W. The queen takes the pawn, and checks.

B. The queen interposes (d).

## 16.

W. Q. knight to the king's 4th.

B. Q. kn. pawn 2 squares (e).

## 17.

W. K. bishop to Q. knight's 3d.

B. K. rook to K. knight's square.

(b) If the black queen be played to her 3d, the white Q. knight must be moved to his king's 4th. In Variation, No. 2, Q. b. pawn a square; in Variation, No. 17, the Q. bishop takes the knight.

(c) In Variation, No. 8, Q. b. pawn a square.

(d) In Variation, No. 9, the king to his knight's 2d.

(e) In Variation, No. 15, the queen takes the queen.

18. W.

18.

W. The queen takes the queen.

B. The king takes the queen.

19.

W. The knight takes the knight.

B. The knight takes the knight.

20.

W. Q. bishop to the queen's 2d.

B. K. rook to K. knight's 3d.

21.

W. The Q. bishop gives check, at his Q. knight's 4th.

B. The king to his square.

22.

W. Q. rook to K. bishop's square.

B. K. kn. pawn 1 square.

23.

W. The K. rook gives check, at his king's 3d.

B. The king to his queen's 2d.

24.

W. The K. bishop takes the K. b. pawn.

B. K. rook to K. knight's 2d.

25.

W. The K. rook gives check.

B. The king to his Q. bishop's 3d.

26.

W. The Q. pawn gives check.

B. The king to his Q. knight's 3d.

27. W.

27!

W. The K. rook checks, at the adverse king's 3d.

B. The king to the Q. bishop's 2d.

28.

W. The K. rook takes the knight.

B. The bishop takes the rook.

29.

W. The rook takes the bishop.

Or,

No. 2.

11.

B. Q. b. pawn 1 square.

12.

W. The queen takes the gambit pawn.

B. *The Q. bishop takes the knight, checking (a).*

13.

W. The rook takes the bishop.

B. *The K. knight takes the pawn (b).*

14.

W. The Q. knight to his king's 4th.

B. The bishop to his king's 2d.

(a) In Variation, No. 7, the pawn takes the pawn.

(b) In Variation, No. 5, the pawn takes.

15. W.

15.

W. Q. bishop to K. bishop's 4th.

B. Q. knight to his queen's 2d.

16. Q. knight to queen's 4th.

W. The knight to the adverse queen's 3d.

B. The bishop takes the knight.

17. Q. knight to queen's 4th.

W. The Q. bishop takes the bishop, checking.

B. The king to his knight's square.

18.

W. Q. rook to K. bishop's square.

B. The queen to her king's square.

19.

W. The queen to her K. knight's 2d.

B. *The queen to the adverse king's 4th (a).*

20.

W. The K. rook takes the K. b. pawn.

B. The queen takes the queen, checking.

21.

W. The king takes the queen.

B. Q. knight to his K. bishop's 3d.

(a) Had he pushed the K. b. pawn 1 square, you had played your rook to the adverse K. bishop's 4th; and had he moved his rook, your queen had sacrificed herself for the K. kn. pawn. In Variation, No. 3, his *Q. knight moves*, and in No. 4, his *K. knight*.

22. W.

22.

W. The rook takes the Q. kn. pawn.

B. K. r. pawn 1 square.

23.

W. The Q. bishop to the adverse king's 4th.

B. The king to his bishop's square.

24.

W. The K. bishop takes the knight.

B. The Q. b. pawn takes the bishop.

25.

W. The bishop takes the knight.

B. The pawn takes the bishop.

26.

W. Q. rook takes the pawn, checking.

B. The king to his square.

27.

W. Q. rook to the adverse queen's 3d.

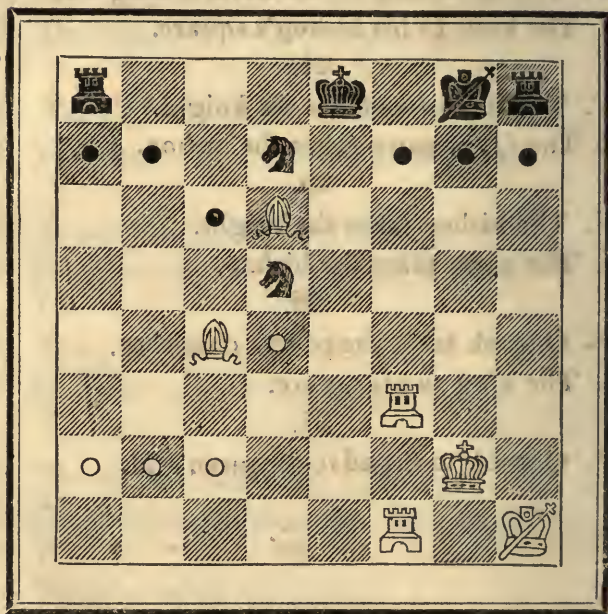
Or,



Or,

No. 3.

## POSITION OF THE PIECES.

*The Black to move.*

19.

B. Q. knight to his K. bishop's 3d (a).

(a) No. 4, is also played from this diagram ; two other courses for the black are adverted to, in note to No. 4.

20. W.

20.

W. Q. bishop to adverse king's 4th.

B. Q. kn. pawn 2 squares.

21.

W. The K. bishop takes the knight.

B. The pawn takes the bishop.

22.

W. The bishop takes the knight.

B. K. kn. pawn 1 square.

23.

W. The bishop takes the rook.

B. The king takes the bishop.

24.

W. The K. rook takes the K. b. pawn.

*Or,*

**No. 4.**

19.

B. The K. knight returns to his K. bishop's

3d (*a*).

20. W.

(*a*) By neither of the two Variations below, does the black receive an early mate; but each is indefensible, and the course of the white is plain.

19.

B. Q. kn. pawn 2 squares.

20.

W. The K. rook takes the K. b. pawn.

B. The queen takes the rook.

21. W.

20.

W. The queen takes the K. kn. pawn.

B. The king takes the queen.

21.

W. The rook takes the queen.

B. The king takes the rook.

22.

W. The K. bishop takes the knight, checking.

B. The pawn takes the bishop.

23.

W. The queen takes the pawn, checking.

B. The king to his bishop's 3d.

24.

W. The queen takes the pawn ; and will easily win.

*Or,*

19.

B. Q. knight to his 3d.

20.

W. The K. rook takes the K. b. pawn.

B. The queen takes the rook.

21.

W. The rook takes the queen.

B. The king takes the rook.

22.

W. K. bishop to Q. knight's 3d.

B. Q. rook to the king's square.

23.

W. Q. bishop to adverse king's 4th ; and will win.

21. W.

21.

W. The Q. rook gives check.

B. The king to his rook's 3d.

22.

W. The K. rook to its 3d, giving check.

B. The K. knight interposes.

23.

W. The Q. bishop gives check-mate.

Or,

No. 5.

*Played from No. 2*

13.

B. The Q. b. pawn takes the pawn.

14.

W. The queen takes the bishop.

B. The pawn takes the bishop.

15.

W. The bishop to the adverse K. knight's 4th.

B. Q. knight to the queen's 2d.

16.

W. The knight to his king's 4th.

B. K. r. pawn 1 square (a).

(a) In the Variation, No. 6, Q. rook to Q. bishop's square.

17.

W. Q. rook to K. bishop's square.

B. The king to his knight's square.

18.

W. The knight takes the knight, checking.

B. The knight takes the knight.

19.

W. The bishop takes the knight.

B. The pawn takes the bishop.

20.

W. The Q. rook gives check.

B. The king to his bishop's square.

21.

W. The queen to her K. knight's 4th.

B. The queen to her 4th.

22.

W. The queen gives check, at the adverse K.  
knight's 2d.

B. The king to his 2d square.

23.

W. The queen takes the first pawn in K. b. file,  
and checks.

B. The king to his queen's 2d.

24.

W. The queen takes the K. b. pawn, and  
checks.

B. The queen takes the queen.

25. W.



25.

W. The K. rook takes the queen, checking.

B. The king to his Q. bishop's 3d.

26.

W. The Q. rook to adverse K. knight's 3d, checking.

B. The king to his queen's 4th.

27.

W. The K. rook to adverse queen's 2d, checking.

W. The king to adverse king's 4th.

28.

W. The Q. rook to adverse king's 3d, checking.

B. The king to adverse K. bishop's 4th.

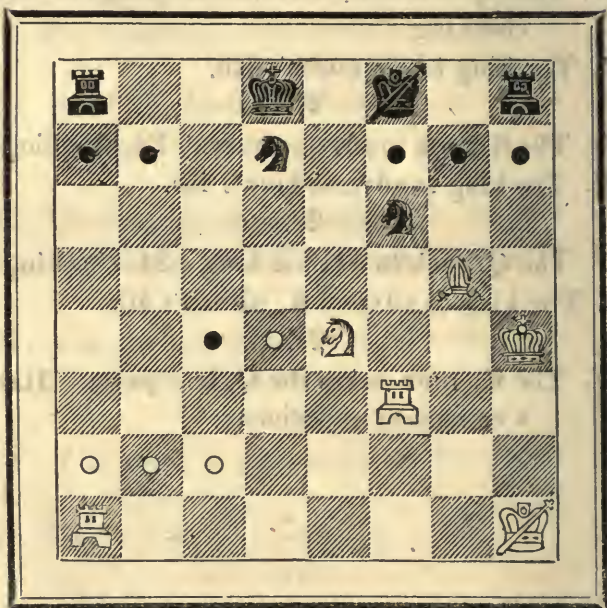
29.

W. The K. rook takes the Q. kn. pawn. Has  
a competent superiority.

Or,

No. 6.

## POSITION OF THE PIECES.

*The Black to move.*

16.

B. Q. rook to Q. bishop's square.

17.

W. Q. pawn 1 square.

B. Q. knight to his king's 4th.

18. W.

18.

W. The K. rook takes the knight.

B. The pawn takes the rook.

19.

W. The queen gives check.

B. The king to his square.

20.

W. The knight takes the pawn, checking.

B. The king to his 2d square.

21.

W. The knight, returning to his king's 4th,  
discovers check.

Or,

**No. 7.**

*Played from No. 2.*

12.

B. The Q. b. pawn takes the pawn.

13.

W. The queen takes the bishop.

B. The pawn takes the bishop (a).

(a) Were the Q. bishop to take the knight, the situation, at the completion of the 14th move, would be the same as in No. 5.

L 4

14. W.

14.

W. The K. knight to the adverse king's 4th.

B. The bishop to his king's 3d.

15.

W. Q. bishop to the adverse K. knight's 4th.

B. The queen to her 3d (a).

16.

W. The bishop takes the knight.

B. The pawn takes the bishop.

17.

W. The queen takes the pawn.

B. K. rook to the knight's square.

18.

W. The K. knight takes the K. b. pawn.

B. The bishop checks at his queen's 4th (b).

19.

W. The knight takes the bishop.

B. The queen takes the knight, checking.

20.

W. The queen interposes.

B. The queen takes the queen.

21.

W. The rook takes the queen. The white's position is decisively best.

---

(a) Were he to check with the bishop, you must not take with the knight, but move the king to his rook's 2d.

(b) If his queen check at her bishop's 3d, you cover with the rook.

Or,

*Or,*

**No. 8.**

*Played from No. 1.*

14.

B. Q. b. pawn 1 square.

15.

W. Q. knight to the king's 4th.

B. The knight takes the knight (a).

16.

W. The K. rook takes the pawn, checking.

B. The king to his square.

17.

W. The queen to her king's 2d.

B. Q. knight to K. bishop's 3d.

18.

W. First pawn in Q. file gives check.

B. The queen takes the pawn.

19.

W. The rook takes the queen.

B. The king takes the rook.

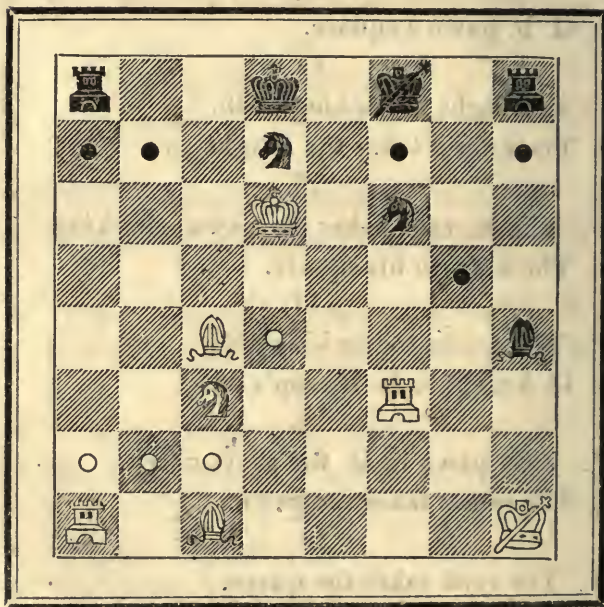
20.

W. The king to his knight's 2d.

(b) If the king go to his knight's 2d, your knight takes the K. kn. pawn, as at the 17th move of No. 9; and the difference between the two positions will be in your favour.

*Or,*



*Or,***No. 9.***Played from No. 1.***POSITION OF THE PIECES.***The Black, who is in check, must move.*

15.

B. The king to his knight's 2d.

16.

W. The knight to the king's 4th.

B. K. rook to its king's square.

17. W.

17.

W. The knight takes the kn. pawn.

B. The K. rook gives check.

18.

W. The king to his knight's 2d.

B. The queen to the K. bishop's square (a).

19.

W. The knight takes the K. b. pawn.

B. The queen takes the queen.

20.

W. The knight takes the queen.

B. The bishop to his K. knight's 4th.

21.

W. K. rook to K. knight's 3d.

B. K. r. pawn 1 square.

22.

W. The knight to the adverse K. bishop's 2d.

This is a close game ; but may be won. After obtaining the bishop and pawn for your knight, you will seek to exchange rook for rook, and avoid losing either of your bishops for a knight ; because a single knight is commonly as serviceable as a single bishop at the end

---

(a) In Variation, No. 10, *K. r. pawn 1 square* ; in Variation, No. 11, the *bishop takes the knight* ; in Variation, No. 14, the *rook takes the bishop*.

of a game,—but two bishops, independent of other pieces, are much stronger than two knights.

*Or,*

**No. 10.**

18.

**B. K. r. pawn 1 square.**

19.

**W. The knight takes the K. b. pawn.**

**B. The queen to her king's square (*a*).**

20.

**W. The Q. bishop takes the pawn, and checks.**

**B. The king to his rook's 2d.**

21.

**W. The K. bishop checks at his queen's 3d.**

**B. The K. rook interposes (*b*).**

(*a*) *Or,*

19.

**B. The queen to her K. knight's square.**

20.

**W. The knight to adverse king's 4th, and has the better game, at least by a pawn capitally placed.**

(*b*) If the king remove, check with the rook, sacrificing it for the bishop; and then with the queen.

22. **W.**

22.

W. Q. rook to K. rook's square:

B. The queen gives check.

23.

W. The Q. bishop interposes.

B. Q. rook to K. bishop's square.

24.

W. The K. bishop takes the rook, checking.

B. The king to his knight's 2d.

25.

W. The Q. rook takes the bishop.

B. The rook takes the knight.

26.

W. The Q. bishop takes the knight, giving  
check. The white mates in five moves.

Or,

No. 11.

*Played from No. 9.*

18.

B. The bishop takes the knight.

19.

W. The Q. bishop takes the bishop.

B. The rook takes the rook.

20. W.

20.

W. The rook to its K. knight's 3d.

B. The king to his rook's square (a).

21.

W. The K. bishop takes the K. b pawn.

B. *K. rook to the adverse king's square (b).*

22.

W. Q. bishop to the adverse K. rook's 3d.

B. K. knight to the K. rook's 4th.

23.

W. The K. bishop takes the knight.

B. The queen to her K. bishop's 3d.

24.

W. The Q. bishop gives check.

B. The queen takes the bishop.

25.

W. The rook takes the queen.

B. The king takes the rook.

26.

W. The queen takes the knight, checking.

(a) If his K. knight here attack your queen and rook, you give check with the Q. bishop twice; and then discover check, compelling his knight to take your rook; in three moves afterwards, your queen gives check-mate.

(b) If his K. knight attack your queen and rook, your Q. bishop will take his queen, and his knight must take the rook, relinquishing the queen, to prevent an immediate mate. In Variation, No. 12, *Q. rook to Q. bishop's square.*

Or,



Or,

No. 12.

21.

B. Q. rook to Q. bishop's square.

22.

W. Q. b. pawn 1 square.

B. K. rook to adverse Q. knight's square (a).

23.

W. Q. bishop to adverse K. rook's 3d.

B. The K. rook takes the pawn, checking.

24.

W. The king to his rook's 3d.

B. K. knight to his K. rook's 4th.

25.

W. The K. bishop takes the knight.

B. K. rook to the adverse K. rook's 2d, checking.

26.

W. The king takes the rook.

B. The queen gives check.

27.

W. The king to his knight's 2d. The black queen will prolong the game farthest, by three unavailing checks, and then taking the rook.

---

(a) In Variation, No. 13, Q. rook to Q. bishop's 3d.

Or,

*Or,*

**No. 13.**

22.

**B. Q. rook to Q. bishop's 3d.**

23.

**W. The Q. bishop takes the knight, checking.**  
The white gives mate in two moves.

*Or,*

**No. 14.**

*Played from No. 9.*

18.

**B. The K. rook takes the bishop.**

19.

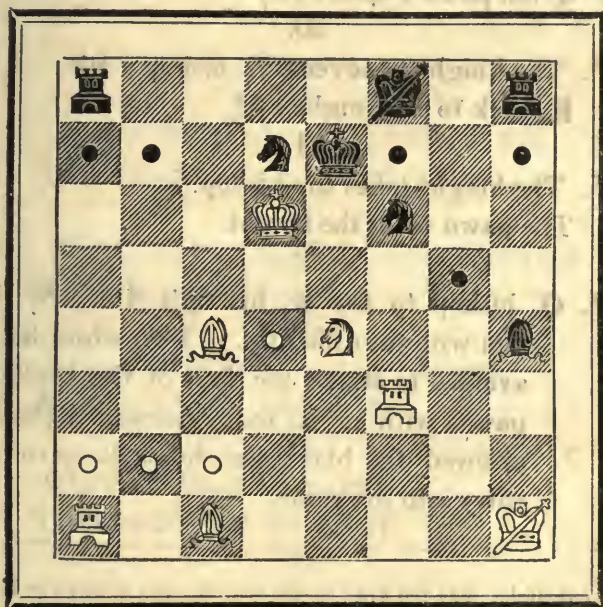
**W. The knight takes the K. b. pawn.**

**B. The K. rook takes the pawn, checking.**

20.

**W. The king to his rook's 3d. The black must resign a rook to check; and then check with the K. knight and lose it; to postpone the termination of a desperate game.**

*Or,*

*Or,***No. 15.***Played from No. 1.***POSITION OF THE PIECES.***The Black to move.***16.****B. The queen takes the queen.****17.****W. The knight takes the queen.****B. K. rook to K. knight's square.**

18.

W. The knight takes the K. b. pawn.

B. K. rook to K. knight's 2d (*a*).

19.

W. The knight to the adverse queen's 3d.

B. Q. *kn. pawn* 1 square (*b*).

20.

W. The knight to adverse K. bishop's 4th.

B. K. rook to K. knight's 3d.

21.

W. The knight takes the bishop.

B. The pawn takes the knight.

22.

W. Q. bishop to the K. bishop's 4th. Will win without difficulty. The white has avoided to attack the first of the double pawns with his K. rook, because it had allowed the black knight a dangerous entry into his game.

(*a*) If he play the king to his second, you attack the K. *kn. pawn* with the K. rook; and, on that pawn's advancing, push your Q. *kn. pawn* in order to check with the Q. bishop; at length, by checking with the knight, you obtain a rook for the K. bishop.

(*b*) In Variation, No. 16, K. *kn. pawn* 1 square.

Or,

Or,

No. 16.

19.

B. K. kn. pawn 1 square.

20.

W. Q. bishop to the adverse K. rook's 3d (a).

B. The pawn takes the rook.

21.

W. The knight to adverse K. bishop's 4th.

B. The bishop to his K. knight's 4th.

22.

W. The Q. bishop takes the rook, checking.

B. The king to his square.

23.

W. The rook to its K. bishop's square.

B. K. knight to K. rook's 4th.

24.

W. The rook takes the pawn.

B. The knight takes the bishop.

25.

W. The knight takes the knight, and checks.

B. The king to his 2d.

(a) You win, were you to remove the rook to the adverse K. bishop's 4th; and then take the Q. kn. pawn, or guard against the closer approach of the K. kn. pawn, according as he may play: but it does not give you such full possession of the board.



26.

W. The rook checks at the adverse K. bishop's  
2d.

B. The king to his queen's 3d.

27.

W. The knight checks at the adverse K. bishop's  
4th.

B. The king to his Q. bishop's 3d.

28.

W. The rook takes the pawn; completing the  
superiority.

*Or,*

**No. 17.**

*Played from No. 1.*

11.

B. The Q. bishop takes the knight.

12.

W. The rook takes the bishop.

B. The queen to her king's 2d.

13.

W. The queen takes the gambit pawn.

B. K. knight to adverse knight's 4th (a).

(a) In Variation, No. 18. K. kn. pawn 2 squares.

14. W.

14.

W. The queen to her K. bishop's 4th.

B. K. r. pawn 2 squares.

15.

W. First pawn in Q. file 1 square.

B. The queen checks at the adverse king's square.

16.

W. The king to his knight's 2d (a).

B. K. b. pawn 1 square.

17.

W. The pawn takes the Q. b. pawn.

B. Q. knight to his bishop's 3d.

18.

W. The queen checks at the adverse queen's 3d.

B. The king to his square.

19.

W. K. bishop to adverse king's 3d.

B. Q. knight to his king's 4th.

20.

W. The pawn takes the knight.

B. The knight takes the pawn.

(a) Or,

16.

W. The rook interposes.

B. The knight checks.

17.

W. The king to his knight's 2d.

M 3

21. W.

21.

W. Q. bishop to his king's 3d.

B. The queen takes the rook.

22.

W. Q. knight to adverse queen's 4th.

B. K. b. pawn 1 square.

23.

W. The queen takes the knight.

Or,

No. 18.

13.

B. K. kn. pawn 2 squares.

14.

W. Q. bishop to his queen's 2d.

B. K. knight to adverse knight's 4th (a).

15.

W. The queen to K. knight's 2d.

B. K. r. pawn 2 squares.

16.

W. First pawn in Q. file 1 square.

(a) In Variation, No. 19, *K. rook to K. knight's square.*  
 In No. 20, *K. knight to adverse king's 4th.*

Or,

No. 19.

14.

B. K. rook to K. knight's square.

15.

W. First pawn in Q. file 1 square.

B. The pawn takes the pawn.

16.

W. Q. rook to K. bishop's square.

B. K. kn. pawn 1 square (a).

17.

W. The queen takes the bishop.

B. The pawn takes the rook.

18.

W. The Q. bishop gives check, at the adverse rook's 3d.

B. The K. rook interposes.

19.

W. The rook takes the pawn.

B. Q. knight to queen's 2d.

(a) Or,

16.

B. K. rook to K. knight's 3d.

17.

W. Q. knight to adverse queen's 4th.

M 4

20. W.

20.

W. The queen to the adverse K. knight's 4th.

B. The queen gives check, at the adverse king's square.

21.

W. The king to his rook's 2d.

B. The king to his 2d.

22.

W. The bishop takes the rook.

Or,

No. 20.

*Played from No. 18.*

14.

B. K. knight to adverse king's 4th.

15.

W. Q. rook to K. bishop's square.

No.



## No. 21. SECOND RADICAL VARIATION.

*Played from No. 1.*

9.

B. The queen to her 3d.

10.

W. Q, knight to the king's 4th.

B. The queen to K. knight's 3d.

11.

W. K, bishop to his queen's 3d.

# **No. 22. THIRD RADICAL VARIATION.**

*Played from No. 1.*

9.

**B. The Q. bishop takes the knight.**

10.

**W. The queen takes the bishop.**

**B. K. knight to his bishop's 3d.**

11.

**W. Q. pawn 1 square.**

**B. Q. b. pawn 1 square.**

12.

**W. The K. pawn takes it.**

**B. The Q. knight takes the pawn.**

13.

**W. The queen to her K. rook's 3d.**

**B. The queen to the adverse queen's 4th.**

14.

**W. Q. knight to his king's 4th.**

# No. 23. FOURTH RADICAL VARIATION.

*Played from No. 1.*

9.

B. K. bishop to his king's 3d.

10.

W. The queen gives check at her king's square\*.

( ).

B. *The K. knight interposes (a).*

11.

W. K. knight to the adverse king's 4th.

B. The K. bishop takes the knight.

12.

W. The queen takes the bishop.

B. The king castles.

13.

W. The queen to adverse K. knight's 4th.

B. K. r. pawn 2 squares.

---

\* Asterisk I confess that the preceding move of the black embarrasses me to determine the best counter-move. Cunningham might have, here, projected some exquisite combination of which I am not aware. But the present move wins, if there be no error.

(a) In Variation, No. 24, the queen interposes.

14. W.

14.

W. The knight to his king's 4th.

B. K. knight to his 3d.

15.

W. The queen takes the queen.

B. The rook takes the queen.

16.

W. The knight to the adverse K. knight's 4th.

B. K. knight to his king's 4th.

17.

W. K. bishop to his Q. knight's 3d.

B. The rook returns to his K. bishop's square.

18.

W. Q. pawn 2 squares.

B. K. knight to his queen's 2d.

19.

W. First pawn in Q. file 1 square.

B. K. knight to K. bishop's 3d.

20.

W. The pawn takes the pawn.

B. Q. knight to his queen's 2d.

21.

W. Q. pawn 1 square.

B. K. knight to K. rook's 2d (b).

---

(b) Or Q. knight to Q. bishop's 4th.

22. W.

22.

W. Q. pawn to advers queen's 3d.

B. The knight takes the knight.

23.

W. The Q. bishop takes the knight.

B. The bishop to his king's 3d.

24.

W. Q. bishop to the adverse king's 2d.

B. K. rook to the king's square.

25.

W. Q. rook to its king's square; and will easily queen one of the pawns.

Or,

No. 24.

10.

B. The queen interposes.

11.

W. The queen to her K. knight's 3d.

B. The Q. bishop takes the knight, checking.

12.

W. The rook takes the bishop.

B. Q. knight to the queen's 2d (a).

---

(a) In Variation, No. 25, the bishop to his king's 4th.

13. W.



13.

W. Q. pawn 2 squares.

B. *The bishop takes it (a).*

14.

W. The knight to adverse knight's 4th.

B. The bishop to the king's 4th.

15.

W. Q. bishop to K. bishop's 4th.

B. *The bishop takes the bishop (b).*

16.

W. The queen takes the bishop.

B. Q. knight to the king's 4th.

17.

W. Q. rook to the king's square.

B. K. b. pawn 1 square.

18.

W. K. rook to Q. bishop's 3d. And must immediately gain a rook for a knight; or, the queen for a rook and a knight; or, some greater advantage, in respect to force or position.

(a) In Variation, No. 26, the *king castles*, at the 13th move.

(b) In Variation, No. 27, the *king castles*, at the 15th move.

Or,

Or,

No. 25.

12.

B. The bishop to his king's 4th.

13.

W. The queen to K. knight's 2d.

B. Q. knight to the queen's 2d.

14.

W. Q. pawn 2 squares.

B. The bishop takes the pawn.

15.

W. Pawn in Q. file 1 square.

B. The queen takes the pawn.

16.

W. The K. bishop takes the pawn, and gives check.

B. The king to his queen's square.

17.

W. The knight to adverse knight's 4th.

B. The queen to her bishop's 4th.

18.

W. The knight takes the bishop.

B. The queen takes the knight.

19.

W. The Q. bishop gives check.

B. The K. knight interposes, at his bishop's 3d.

20. W.

20.

W. K. rook to the queen's 3d.

B. The queen takes the pawn.

21.

W. The Q. bishop takes the knight, checking.

B. The pawn takes the bishop.

22.

W. Q. rook to its queen's square. Must immediately win a piece, and the game shortly.

Or,

No. 26.

*Played from No. 24.*

13.

B. The king castles.

14.

W. The knight to the adverse knight's 4th.

B. Q. knight to his 3d.

15.

W. Q. bishop to K. bishop's 4th (a).

B. The knight takes the K. bishop.

(a) The white may also win, by withdrawing the K. bishop to his square.

16. W.

16.

W. The Q. bishop takes the pawn.

B. The Q. rook takes the pawn.

17.

W. The knight takes the pawn, and checks.

B. The king to the queen's 2d.

18.

W. Q. rook to the king's square.

B. The queen to adverse Q. knight's 4th.

19.

W. K. rook to Q. knight's 3d.

B. The queen to adverse Q. rook's 4th.

20.

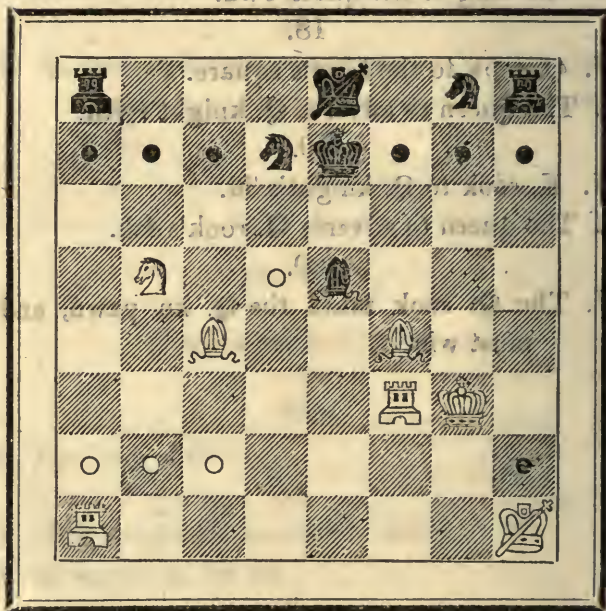
W. The Q. rook takes the Q. kn. pawn, and must win.

Or,

No. 27.

*Played from No. 24.*

POSITION OF THE PIECES.

*The Black to move.*

15.

B. The king castles.

16.

W. The knight takes the Q. r. pawn, checking.

B. The king removes.

17. W.



17.

W. The knight checks, attacking the queen.

B. The pawn takes the knight.

18.

W. The K. rook gives check.

B. The Q. knight interposes (a).

19.

W. The Q. bishop takes the bishop.

B. The king to the Q. rook's square.

20.

W. The Q. bishop takes the pawn checking.

B. The king to the (a) rook's square.

18.

B. The king to Q. rook's square.

19.

W. Q. rook to the king's square.

B. K. b. pawn 1 square.

20.

W. Pawn in Q. file takes the pawn.

B. Q. knight to his 3d.

21.

W. The bishop takes the bishop.

B. The pawn takes the bishop.

22.

W. The Q. rook takes the pawn.

B. The queen to her 3d.

23.

W. The Q. rook gives check.

B. The king removes.

24.

W. Q. rook to adverse queen's 4th.

20.

W. The K. rook gives check.

B. The king returns to the knight's square.

21.

W. Q. rook to king's square.

B. K. b. pawn 1 square.

22.

W. Q. bishop to K. bishop's 4th.

B. The queen to her bishop's 4th (b).

23.

W. The Q. bishop takes the pawn, checking.

B. The king to the Q. bishop's square.

24.

W. The K. bishop gives check.

B. The king to the queen's 2d.

25.

W. The queen takes the K. kn. pawn, checking.

B. The K. knight interposes.

26.

W. The Q. rook takes the knight, checking.

B. The queen takes the rook.

27.

W. The pawn takes the pawn, giving check.

---

(b) Or to her 2d; your queen, carried to her knight's 2d, will win in four moves.

**No. 28. FIFTH RADICAL VARIATION.***Played from No. 1.*

9.

**B.** The queen to the K. bishop's 3d.

10.

**W.** Q. pawn 2 squares.**B.** K. knight to the king's 2d.

11.

**W.** The K. knight takes the bishop.**B.** The queen takes the knight (*a*).

12.

**W.** The queen to her 3d.**B.** The queen to the adverse rook's 3d (*b*).

13.

**W.** Q. bishop to K. bishop's 4th.**B.** The queen takes the queen.*(a) Or,*

11.

**B.** The bishop takes the queen,

12.

**W.** The rook takes the queen.**B.** The pawn takes the rook,

13.

**W.** The Q. Knight takes the bishop,*(b)* In Variation, No. 29, the *king castles*; in Variation, No. 31, the queen to her K. rook's 4th.

N 3

14. W.

14.

W. The K. bishop takes the queen.

B. The *king* castles (a).

15.

W. The Q. bishop takes the Q. b. pawn.

B. Q. knight to queen's 2d.

16.

W. First pawn in Q. file 1 square.

B. K. knight to Q. bishop's 3d.

17.

W. K. rook to K. bishop's 4th. Will win,  
with equal play.

Or,

No. 29.

12.

B. The king castles.

13.

W. Q. bishop to K. bishop's 4th.

B. Q. b. pawn 1 square.

14.

W. First pawn in Q. file 1 square.

B. K. knight to K. bishop's 4th.

---

(a) In Variation, No. 32, Q. b. pawn 1 square.

15.

W. Q. bishop to adverse king's 4th.

B. The queen to adverse K. rook's 3d.

16.

W. K. rook to its K. bishop's 2d.

B. Q. kn. pawn 2 squares (a).

17.

W. The queen takes the queen.

B. The bishop takes the queen.

18.

W. K. bishop to Q. knight's 3d.

B. The king to his rook's square.

19.

W. Q. pawn 1 square.

B. K. b. pawn 1 square

20.

W. The Q. bishop takes the gambit pawn.

B. K. knight to adverse queen's 4th (b).

21.

W. The Q. pawn takes the pawn.

B. The Q. knight takes the pawn (c).

(a) If the adverse king move, play your Q. rook to the K. bishop's square.

(b) In Variation, No. 30, Q. kn. pawn 1 square.

(c) If the K. knight take the bishop, the game will not be lost sooner; but the course, proper for the white, is more obvious.



22.

W. K. bishop to adverse queen's 4th.

B. Q. r. pawn 1 square.

23.

W. The knight to his king's 4th.

B. Q. rook to Q. bishop's square.

24.

W. Q. b. pawn 1 square.

B. K. knight to his king's 3d, or, K. bishop's 4th.

25.

W. Pawn in Q. file 1 square. Must win a knight; and has advantages of position.

Or,

No. 30.

20.

B. Q. kn. pawn 1 square.

21.

W. The Q. pawn takes the pawn.

B. The Q. kn. pawn takes the knight.

22.

W. First pawn in Q. b. file 1 square.

B. The pawn takes the pawn.

23.

W. Q. rook to Q. knight's square.

B. Q. knight to queen's 2d.

24. W.

24.

W. Q. b. pawn 1 square ; in order to take the  
Q. kn. pawn with the K. rook ; and the  
whites have a winning position:

Or,

No. 31.

*Played from No. 28.*

12.

B. The queen to her K. rook's 4th.

13.

W. First pawn in Q. file 1 square.

B. K. knight to K. bishop's 4th.

14.

W. The knight to the adverse queen's 4th.

B. Q. knight to Q. rook's 3d.

15.

W. The pawn takes the pawn.

B. The king castles.

16.

W. The K. bishop takes the knight.

B. The pawn takes the bishop.

17.

W. The K. rook takes the knight.

B. The bishop takes the rook.

18. W.

18.

W. The queen takes the bishop.

B. The queen takes the queen (a).

19.

W. The knight gives check at the adverse king's 2d.

B. The king removes.

20.

W. The knight takes the queen; and will easily win.

Or,

20. 32.

*Played from No. 28.*

14.

B. Q. b. pawn 1 square.

15.

W. First pawn in Q. file 1 square.

B. K. knight to K. bishop's 4th.

16.

W. The Q. rook gives check.

B. The king to his bishop's square.

(a) If, instead of exchanging, the black queen gives check, the king will take the pawn; and, if checked again, or if the black queen take the Q. pawn, move to his rook's 3d.

[The

[The white may take the knight with his K. bishop, and afterwards carry over the Q. rook to the adverse king's 2d; or he may play thus:]

17.

W. Q. bishop to adverse king's 4th.

B. K. knight to adverse K. rook's 4th.

18.

W. The knight to his queen's square.

B. Q. knight to his queen's 2d.

19.

W. The knight to his K. bishop's 2d.

B. The bishop to his king's 3d.

20.

W. The knight to his king's 4th.

B. The K. knight to his 3d (a).

21.

W. The knight to the adverse K. knight's 4th, and will win.

---

(a) Should his bishop take your Q. r. pawn, you push the kn. pawn a square.

# **No. 33. SIXTH RADICAL VARIATION.**

*Played from No. 1.*

8.

**B.** *Q. kn. pawn 2 squares (a).*

9.

**W.** The K. bishop takes it, checking.

**B.** The king to his bishop's square (b).

10.

**W.** The K. knight takes the bishop.

**B.** The queen takes the knight (c).

11.

**W.** The queen to her K. bishop's 3d.

**B.** K. knight to K. bishop's 3d (d).

(a) In No. 39, this pawn is moved one square. The principle of this, and of the Seventh Radical Variation, is to command the great white diagonal by the occupation of the queen's bishop.

(b) It is abandoning the object for which the last pawn has been sacrificed, to interpose the Q. bishop. Nevertheless that is tried in No. 37.

(c) Were his queen to take the pawn, you interpose the queen. In No. 34, Q. bishop to Q. knight's 2d, at the tenth move.

(d) In No. 35, the queen to K. bishop's 3d.

12. W.



12.

W. First pawn in Q. file 1 square.

B. The queen to adverse king's 4th.

13.

W. The pawn takes the pawn.

B. *The queen takes the queen (e).*

14.

W. The rook takes the queen.

B. Q. bishop to K. knight's 2d.

15.

W. The king takes the pawn.

B. Q. knight to Q. rook's 3d.

16.

W. The K. bishop takes the knight.

B. The bishop takes the bishop.

17.

W. K. rook to Q. rook's 3d.

B. The bishop returns to his square (f).

18.

W. Q. b. pawn 2 squares. And will win.

(e) In No. 36, Q. bishop to Q. knight's 2d, at the 13th move.

(f) Had he quitted the short diagonal, your rook had taken the pawn.

Or,

Or,

No. 34.

10.

B. The bishop to Q. knight's 2d.

11.

W. The K. knight returns to K. bishop's 3d.

B. The bishop takes the pawn.

12.

W. Q. pawn 2 squares.

B. K. r. pawn 1 square.

13.

W. The bishop to the king's 2d.

B. K. kn. pawn 2 squares.

14.

W. Q. b. pawn 2 squares.

B. The bishop returns to the Q. knight's 2d.

15.

W. Q. pawn 1 square.

B. Q. b. pawn 1 square.

16.

W. The pawn takes the pawn.

B. The knight takes the pawn (a).

(a) If the queen, instead, take your queen, your pawn will take his bishop; offering an undefended bishop to his queen. If he take it, attacking your rook, play your Q. knight to the queen's 2d. You will queen the pawn, gain immediately a rook, and have a decisive game.

17. W.

17.

W. The queen takes the queen.

B. The rook takes the queen.

18.

W. The king takes the pawn.

B. The Q. knight takes the bishop.

Or,

W. Q. pawn 2 squares. The white pawns

are the better.

*Played from No. 33.*

11.

B. The queen to her K. bishop's 3d.

12.

W. The queen to her rook's 3d, giving check  
(a).

B. The queen interposes, at her 3d.

13.

W. Q. pawn 2 squares.

B. K. knight to K. bishop's 3d.

14.

W. K. rook to the king's square.

B. The bishop to the queen's 2d.

(a) The queen to her knight's 3d, is a winning position, extending in design to a greater number of points, but therefore more intricate to play from.

15. W.

15.

W. The queen takes the queen, checking.

B. The pawn takes the queen.

16.

W. The K. bishop takes the bishop.

B. The Q. knight takes the bishop.

17.

W. Q. b. pawn 2 squares. The white pawns  
are the better situated.

Or,

No. 36.

*Played from No. 33.*

13.

B. Q. bishop to Q. knight's 2d.

14.

W. The queen takes the queen.

B. The bishop takes the queen, checking.

15.

W. The king takes the pawn.

B. Q. knight to the queen's 2d (a).

(a) If the knight vault to the bishop's 3d, you push the Q. pawn, and then the Q. b. pawn, on the bishop defending him.

16. W.

16.

W. Q. pawn 1 square.

B. The bishop returns to the Q. knight's 2d.

17.

W. The K. bishop takes the knight.

B. The knight takes the knight.

18.

W. Q. bishop to K. bishop's 4th. Has the advantage.

No. 37.

*Played from No. 33.*

10.

B. The Q. bishop interposes.

11.

W. The queen gives check, at her king's 2d.

B. *The king to his bishop's square (a).*

12.

W. The K. bishop takes the bishop.

B. The knight takes the bishop.

13.

W. Q. b. pawn 2 squares.

B. Q. knight to his 3d.

14.

W. Q. pawn 2 squares. Is greatly superior in position.

---

(a) In No. 38, the K. bishop interposes.



*Or,*

**No. 38.**

11.

**B. The K. bishop interposes.**

12.

**W. K. knight to adverse king's 4th.**

**B. The Q. bishop takes the bishop (a).**

13.

**W. The queen takes the bishop, checking.**

**B. The Q. knight interposes.**

14.

**W. The K. knight takes the K. b. pawn.**

**B. The queen to her knight's square.**

15.

**W. The queen takes the queen.**

**B. The rook takes the queen.**

16.

**W. The knight takes the rook.**

**B. K. knight to K. bishop's 3d.**

17.

**W. Q. b. pawn 2 squares.**

(a) If he move out the K. knight, your K. bishop takes, and let him take with which knight he will, your knight must effect one of two fine moves.

**No.**

## No. 39. SEVENTH RADICAL VARIATION.

*Played from No. 1.*

8.

B. Q. kn. pawn 1 square.

9.

W. The queen gives check, at her king's 2d.

B. *The K. bishop interposes (a).*

10.

W. Q. pawn 2 squares.

B. *K. knight to K. bishop's 3d (b).*

11.

W. K. rook to the king's square.

B. Q. bishop to Q. knight's 2d.

12.

W. Q. knight to Q. bishop's 3d\*.

B. Q. r. pawn 2 squares.

(a) In No. 41, the *king to his bishop's square*.

(b) In No. 40, *Q. bishop to Q. knight's 2d*. The real difference, however, is in pushing the pawns on the king's side upon the white knight.

(\*) As his Q. bishop commands the great diagonal, with a masked attack upon your king, it will be proper to keep the first pawn in Q. file, and the K. knight, both stationary; by which means either will be at liberty to move, when any success can be obtained by it.

13.

W. Q. r. pawn 1 square (*c*).

B. K. knight to adverse knight's 4th.

14.

W. Q. bishop to K. bishop's 4th.

B. K. r. pawn 2 squares.

15.

W. Q. knight to adverse Q. knight's 4th.

B. The king to his queen's 2d (*d*).

16.

W. The Q. bishop takes the pawn.

B. The queen to the king's square.

17.

W. First pawn in Q. file 1 square\*.

B. The K. bishop takes the pawn (*e*).

(*c*) Had he pushed his r. pawn but one square, in order to play the kn. pawn on your bishop, you had pushed yours too. As he has advanced his to the full extent, you keep yours back a square, to prevent his Q. knight from coming to your knight's 4th.

(*d*) If he go to his bishop's square, you push the advanced pawn upon the bishop, and win rapidly.

\* Q. bishop takes the kn. pawn would also win, but more narrowly. The immediate course of the white would be plainer; the latter part of the game, more difficult.

(*e*) If instead, the bishop removes, the queen to K. knight's 2d.

18. W.

18.

W. The Q. knight takes the bishop\*.

B. The queen takes the queen.

19.

W. The K. bishop takes the queen.

B. The bishop takes the knight, checking.

20.

W. The K. bishop takes the bishop.

B. The king takes the bishop.

21.

W. The bishop takes the rook.

B. The king takes the knight.

22.

W. Q. b. pawn 2 squares; and will win.

Or,

No. 40.

10.

B. Q. bishop to Q. knight's 2d.

11.

W. Q. knight to Q. bishop's 3d.

B. K. r. pawn 1 square.

12.

W. Q. kn. pawn 1 square.

B. K. kn. pawn 2 squares.

---

\* A slight change in the order of taking would lose the game.

13.

W. Q. bishop to Q. rook's 3d.]

B. Q. rook to its 2d.

14.

W. Q. rook to the king's square.

B. K. kn. pawn 1 square.

15.

W. K. knight to adverse king's 4th.

B. K. r. pawn 1 square.

16.

W. The queen to K. bishop's 2d.

B. K. b. pawn 1 square.

17.

W. K. knight to adverse K. knight's 3d.

B. K. rook to K. bishop's 2d.

18.

W. The knight takes the bishop.

B. The knight takes the knight.

19.

W. The bishop takes the knight: Has gained a bishop: Will gain a rook, or a queen for a rook, if the exchange proceeds. If the black queen to her 2d, the Q. bishop to his rook's 3d, discovering check: then the queen to the black K. bishop's 4th, forcing an exchange,

*Or,*



Or,

No. 41.

*Played from No. 39.*

9.

B. The king to his bishop's square.

10.

W. The queen to her king's 4th.

B. K. bishop to his 3d.

11.

W. First pawn in Q. file 1 square.

B. Q. b. pawn 1 square.

12.

W. K. knight to adverse K. knight's 4th.

B. K. knight to K. rook's 3d.

13.

W. The K. knight takes the rook's pawn,  
checking.

B. *The rook takes the knight (a).*

14.

W. The queen takes the rook.

B. Q. bishop to Q. knight's 2d.

15.

W. Q. knight to Q. bishop's 3d.

B. Q. b. pawn 1 square, discovering check.

(a) In No. 43, the king to the knight's square.

16.

W. The K. bishop to adverse queen's 4th.

B. The bishop takes the bishop.

17.

W. The knight takes the bishop.

B. The queen takes the pawn.

18.

W. The queen checks, at adverse rook's square.

B. The K. knight interposes.

19.

W. The knight takes the bishop.

B. *The pawn takes the knight (a).*

20.

W. Q. pawn 1 square.

B. Q. knight to queen's 2d.

21.

W. The Q. bishop checks, at adverse rook's 3d.

B. The king to his 2d square.

22.

W. The Q. rook gives check.

B. The Q. knight interposes.

23.

W. Q. bishop to K. bishop's 4th.

B. Q. rook to the king's square.

24.

W. The bishop takes the knight.

B. The pawn takes the bishop.

---

(a) In No. 42, the queen gives check.

25. W.

25.

W. The queen takes the pawn, checking.

B. The queen takes the queen.

26.

W. The Q. rook takes the queen, checking.

B. The king to the queen's 2d.

27.

W. The Q. rook takes the rook.

B. The king takes the rook.

28.

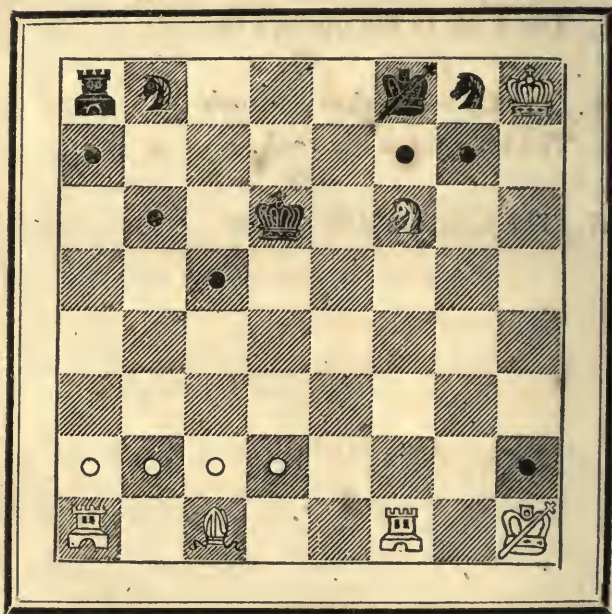
W. The king takes the pawn.

Or,

Or,

No. 42.

## POSITION OF THE PIECES.

*The Black to move.*

19.

B. The queen checks at her bishop's 3d.

20.

W. The king takes the pawn.

B. The queen checks at her 3d.

21. W.

21.

W. The king to his knight's 2d.

B. The queen again checks, at her bishop's 3d.

22.

W. The K. rook interposes.

B. The pawn takes the knight.

23.

W. Q. pawn 2 squares.

B. K. b. pawn 1 square.

24.

W. Q. pawn 1 square.

B. The queen to her K. bishop's 3d.

25.

W. The queen takes the queen,

B. The knight takes the queen.

26.

W. The K. rook takes the pawn.

Or,

No. 43.

*Played from No. 41.*

13.

B. The king to his knight's square.

14.

W. The knight takes the bishop, checking.

B. The pawn takes the knight.

15. W.



15.

W. The queen checks at adverse K. knight's 3d.

B. The king to his bishop's square.

16.

W. The K. rook takes the pawn.

B. The queen to her king's square.

17.

W. Q. knight to Q. bishop's 3d.

B. The queen checks, at adverse king's square.

18.

W. The K. bishop interposes.

B. The bishop to adverse K. rook's 3d.

19.

W. Q. pawn 2 squares.

W. The king to his square.

20.

W. The Q. bishop takes the knight.

B. The queen takes the bishop, checking,

21.

W. The Q. rook takes the queen.

B. The pawn takes the queen.

22.

W. The Q. rook gives check ; and will win.

Observations.

### Observations.

---

THE parties left most nearly equal, are No. 1, No. 5, No. 9, No. 28, No. 33, No. 34, No. 35, and No. 39. Perhaps no play for the Black brings the contest closer, than the best example of the *Sixth Radical Variation*: (No. 33:) Yet this is one of the last to which I could have recourse, in imagining moves for a theorist opposing Cunningham; because the sacrifice of a pawn, at the eighth move, in addition to that surrendered by Sarratt, at the seventh, concedes the object in dispute; for the Black reduces his pawns to a numerical level with the adverse pawns, without rising to an equality of position.

As the gambit pawn can be taken when needful, the voluntary loss in the opening of this surprising game, is strictly two pawns.

The calculation on which Cunningham resigns two pawns, appears to be fine in principle, comprehensive, and accurate. The adverse king's pawn, which is brought by three captures, running in the same diagonal, to the rook's second, protects the king from check along the whole file.

file. On other sides, the black king is exposed, and the white king secured, by the comparative *possession of the board* which the white pieces have obtained.

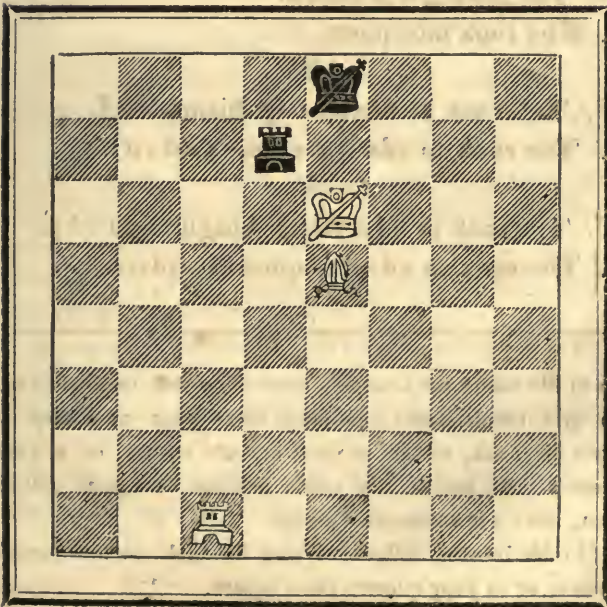
The relations and combinations are, however, so intricate and delicate ; the variations open to the adversary, so inexhaustible ; the versatility requisite to force his best rallying points, must be so active and free from routine,—that as a practical game, it cannot be expected to be vindicated by uniform success in the hands of a master inferior to Cunningham.

**Difficult Gates**  
**AND**  
**Ends of Parties.**

**METHOD**

**OF GIVING CHECK-MATE WITH A ROOK AND  
 A BISHOP AGAINST A ROOK.**

**POSITION OF THE PIECES.**



**In**

In a former edition, I thought it would suffice to place the black in that position, which was most favourable to a protracted defence : but, as many lovers of the game desire to know the mode of forcing the black into the position here assigned to him, it will be displayed in the next example.

---

---

1.

W. The rook gives check.

B. The rook interposes.

2.

W. The rook to adverse Q. bishop's 2d.

B. The rook to adverse queen's 2d (*a*).

3.

W. The rook to adverse Q. knight's 2d (*b*).

B. The rook to adverse queen's square.

---

(*a*) He takes the situation most calculated to elude you. To give check-mate, you must force your adversary to place his rook, either at your queen's square, or at your queen's third square. In either position, the game will be won, after a few computed moves.


(*b*) He is now obliged to play his rook to your queen's square, or to your queen's third square.

4. W.




4.

W. The rook to adverse K. knight's 2d (c).

B. The rook to adverse K. bishop's square (d). 

5.

W. The bishop to his K. knight's 3d.

B. The king to his bishop's square (e). 

6.

W. The rook to its K. knight's 4th.

B. The king to his square (f).

(c) You have already forced him to play his rook to one of those squares where he is in a course to lose ; but this is not enough ; for your rook must not be farther from your king than the number of squares which a knight passes at a move. If you were to play your rook to its queen's bishop's second square, he would play his rook to your queen's second square ; and you must be perpetually recommencing : whereas, by passing your rook on your right, he must, to parry the mate, play his rook to your king's bishop's square, which is no better than that of his queen.


(d) He plays his king to his bishop's square, in the First Back Game.

(e) He could have played his rook to your king's bishop's third : the subject of a second back-game.

(f) He brings back his king to form an interval, for his rook to cover the check of your rook.

7.

W. The rook to its Q. bishop's 4th.

B. The rook to adverse queen's square (g). 

8.

W. The bishop to his K. rook's 4th.

B. The king to his bishop's square.

9.

W. The bishop to adverse K. bishop's 3d.

B. The rook gives check.

10.

W. The bishop interposes.

B. The king to his knight's square.

11.

W. The rook to its K. rook's 4th; and must win.

---

(g) He might have played the king to his bishop's square : the subject of the last back-game.

# FIRST BACK GAME,

*On the Fourth Move of the Black.*

4.

B. The king to his bishop's square.

5.

W. The rook to adverse K. rook's 2d (a).

B. The rook to adverse K. knight's square.

6.

W. The rook to adverse Q. bishop's 2d (b).

B. The king to his knight's square.

7.

W. Gives check, at adverse Q. bishop's square.

B. The king to his rook's 2d.

8.

W. Checks at adverse K. rook's square, and wins.

(a) You force him, by this move, to play his rook to your king's knight's square, to parry the mate; which will give you his rook gratuitously.

(b) You leave him no other way to ward the mate, than playing his king to his knight's square; for, if he check with his rook, you preserve the attack in force over him, by interposing the bishop.

## SECOND BACK GAME,

*On the Fifth Move of the Black.*

5.

B. The rook to adverse K. bishop's 3d.

6.

W. The bishop to adverse queen's 3d.

B. The rook gives check.

7.

W. The bishop covers the check.

B. The rook to adverse K. bishop's 3d (*a*).

8.

W. The rook checks, at adverse king's 2d.

B. The king to his bishop's square (*b*).

9.

W. The rook to adverse Q. bishop's 2d.

B. The king to his knight's square.

---

(*a*) If he had moved his king to his bishop's square, you would have played your rook to his king's rook's second, in order to give mate the next move.

(*b*) If he had moved his king to his queen's square, you must have played your rook to his queen's knight's second, in order to give mate the next move.

10. W.

10.

W. The rook gives check at adverse K. knight's 2d.

B. The king to his bishop's square (*c*).

11.

W. The rook to its K. knight's 4th.

B. The king to his square (*d*).

12.

W. The bishop to K. bishop's 4th, and must win.

(*c*) If he had played his king to his rook's square, you would have won his rook, giving check by discovery.

(*d*) If he had played his rook to your king's third, to prevent the check of your bishop; you must have played your rook to your king's rook's fourth, in order to give mate the next move.



### THIRD BACK GAME.

*On the Seventh Move of the Black.*

7.

B. The king to his bishop's square.

8.

W. The bishop to adverse king's 4th.

B. The king to his knight's square.

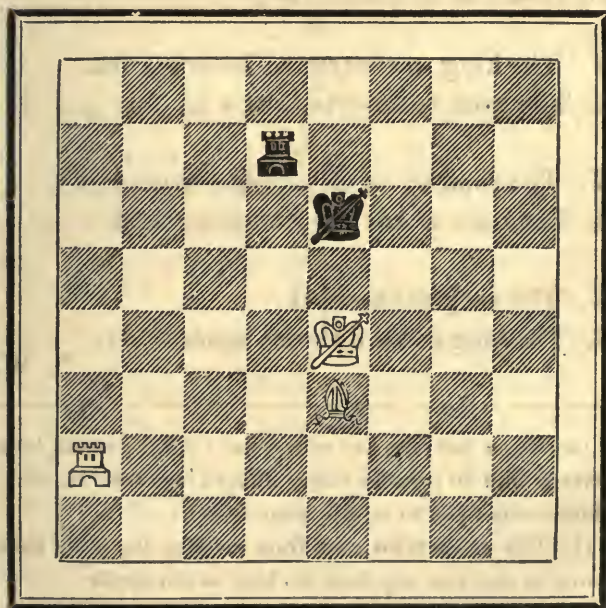
9.

W. The rook to K. rook's 4th, and must win.

# METHOD

OF FORCING THE BLACK TO TAKE THE POSITION ASSIGNED, IN p. 207, IN ORDER TO GIVE MATE WITH A ROOK AND BISHOP AGAINST A ROOK.

POSITION OF THE PIECES.



1.

W. The rook to its Q. knight's 2d (*a*).

B. The rook to its queen's square.

2.

W. The bishop to his K. bishop's 4th (*b*).

B. The rook to its king's square.

3.

W. The rook gives check.

B. The king to his bishop's 2d.

4.

W. The king to adverse K. bishop's 4th.

B. The rook to adverse king's 2d.

5.

W. The rook to its Q. knight's square (*c*).

B. The rook to adverse K. bishop's 2d.

6.

W. The rook gives check.

B. The king to his bishop's square (*d*).

7. W.

(*a*) If you had checked with your rook, he would have covered with his ; but he is now obliged to retract his rook, which enables you to employ your bishop.


(*b*) This prevents his rook from covering the check from yours, so that you may force his king to retrograde.

(*c*) This move is material, in order to employ your bishop as above directed ; that is, to debar his rook from covering the check which yours will give.

(*d*) If he had moved to his square, you must then have advanced your king to the face of his king, and left your bishop exposed. The whole difficulty consists in placing your

7.

W. The king to his 4th square.

B. The king to his square (e). 

8.

W. The bishop to adverse king's 4th.

B. The rook to its K. bishop's 2d.

9.

W. The rook gives check.

B. The king to his 2d square.

10.

W. The king to adverse queen's 4th.

B. The rook to adverse K. bishop's square.

11.

W. The rook gives check, at the adverse Q. knight's 2d.

B. The king to his square.

12.

W. The king to adverse king's 3d, and finds himself in the position first assigned.

your bishop at the adverse king's fourth. Your adversary's manœuvre to prevent it, will be, leaving his king inactive, and playing his rook, alternately, from the second to the first square of your king's bishop.

(e) Had he given you check with his rook, you must have played your king to the adverse queen's fourth, which would have given your bishop the necessary liberty. The adversary could have likewise played his king to his knight's square, which will be made the subject of a back game.

BACK

## BACK GAME,

*On the Seventh Move of the Black.*

7.

B. The king to his knight's square.

8.

W. The bishop to adverse king's 4th.

B. The rook to its K. bishop's 2d.

9.

W. The rook to its Q. knight's square.

B. The rook to adverse K. bishop's 2d.

10.

W. The king to adverse queen's 4th.

B. The king to his bishop's 2d.

11.

W. The rook gives check.

B. The king to his knight's 3d.

12.

W. The rook gives check, at the adverse K.  
knight's 2d.

B. The king to his rook's 3d.

13.

W. The king to adverse king's 3d.

B. The rook to adverse king's 2d.

14.

W. The rook to its K. knight's square.

B. The rook to adverse K. bishop's 2d.

15. W.



15.

W. The bishop to adverse K. bishop's 3d.

B. The king to his rook's 4th.

16.

W. The rook gives check at adverse K. knight's 4th.

B. The king to his rook's 3d.

17.

W. The king to adverse K. bishop's 2d.

B. The rook to adverse Q. bishop's 2d.

18.

W. The rook to adverse Q. knight's 4th.

B. The rook gives check.

19.

W. The bishop interposes.

B. The rook to its queen's 2d.

20.

W. The rook to adverse Q. knight's square.

B. The king to his rook's 4th.

21.

W. The rook to its queen's knight's 4th, and will give check-mate the next move.



It may be seen by this back-game, that when the pieces do not stand exactly in the situation before

## 220 ROOK AND BISHOP AGAINST A ROOK.

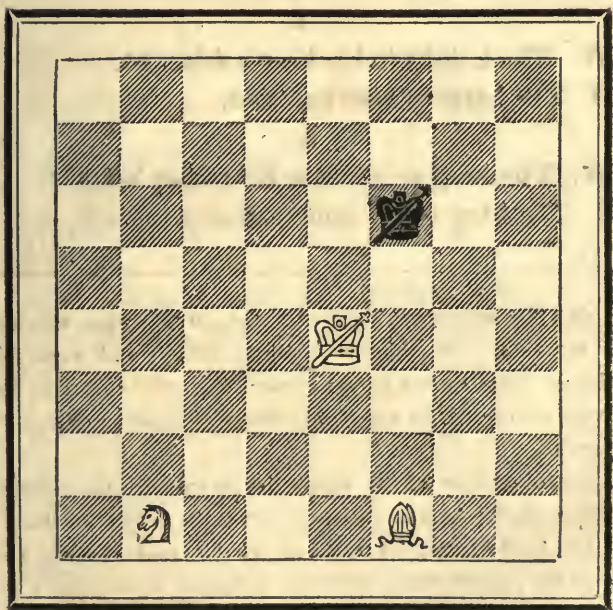
before assigned, there may be various ways to force the mate: but a circumstance not to be dispensed with, is, that the bishop must stand on a diagonal running close to his king, to cover him in case of a check.

METHOD

## METHOD

OF GIVING CHECK-MATE WITH A KNIGHT AND  
A BISHOP.

POSITION OF THE PIECES.



1.

W. The bishop to his Q. bishop's 4th (a).

B. The king to his knight's 3d.

2.

W. The king to his bishop's 4th.

B. The king returns to his bishop's 3d.

3.

W. The knight to his Q. bishop's 3d.

B. The king to his knight's 3d.

4.

W. The knight to his king's 4th (b).

B. The king to his rook's 3d.

5.

W. The king to adverse K. bishop's 4th.

B. The king to his rook's 2d (c).

(a) The mate must be given in the corner square which is of the colour on which the bishop moves; and when the adverse king retires to the corner differently coloured, the stroke is effected, by a gradual process of eighteen or twenty moves.

(b) The office of the knight is to exclude the adverse king from the squares which are out of the bishop's field.

(c) If he had played his king to his rook's fourth, you must have given check with the bishop at your king's second; and should he then pass his king to that quarter of the board which has a corner square of your bishop's colour, you will mate him in a few moves.

6. W.

6.

W. The king to adverse K. bishop's 3d.

B. The king to his rook's square (*d*).

7.

W. The knight to adverse queen's 3d.

B. The king to his rook's 2d.

8.

W. The knight to adverse K. bishop's 2d (*e*).B. The king to his knight's square (*f*).

9.

W. The bishop to his queen's 3d.

B. The king to his bishop's square.


10.

W. The bishop to adverse king's rook's 2d.

B. The king to his square.

11.

W. The knight to adverse king's 4th.

B. The king to his bishop's square (*g*). 

(*d*) If he had moved to his rook's third, you must have played your bishop to your king's second, to oblige his king to seek shelter in the black angle, whence your knight will soon dislodge him.

(*e*) From this position, the mate is forced in about eighteen or twenty moves.

(*f*) The knight prevents his king from returning to the corner. Your object is, to exclude him with the knight from the black squares, and with the bishop from the white ones.

(*g*) He might have played his king to his queen's square; which is traced to its consequences in a back game.

12. W.



12.

W. The knight gives check, at adverse queen's 2d.

B. The king to his square.

13.

W. The king to adverse king's 3d.

B. The king to his queen's square.

14.

W. The king to adverse queen's 3d.

B. The king to his square.

15.

W. The bishop gives check.

B. The king to his queen's square.

16.

W. The bishop to adverse K. bishop's 2d.

B. The king to his Q. bishop's square.

17.

W. The knight to adverse Q. bishop's 4th.

B. The king to his queen's square.

18.

W. The knight gives check, at adverse Q. knight's 2d.

B. The king to his Q. bishop's square.

19.

W. The king to adverse Q. bishop's 3d.

B. The king to his Q. knight's square.

20. W.

20.

W. The king to adverse Q. knight's 3d.

B. The king to his Q. bishop's square.

21.

W. The bishop gives check,

B. The king to his Q. knight's square.

22.

W. The bishop to adverse queen's 2d.

B. The king to his Q. rook's square.

23.

W. The knight to adverse Q. bishop's 4th.

B. The king to his Q. knight's square.

24.

W. The knight gives check, at adverse Q.  
rook's 3d.

B. The king to his Q. rook's square.

25.

W. The bishop gives check-mate.

## BACK GAME,

*On the Eleventh Move of the Black.*

11.

W. - - - - -

B. The king to his queen's square.

12.

W. The king to adverse king's 3d.

B. The king to his Q. bishop's 2d.

13.

W. The knight to adverse queen's 2d (a).

B. The king to his Q. bishop's 3d.

14.

W. The bishop to his queen's 3d (b).

B. The king to his Q. bishop's 2d.

15.

W. The bishop to his king's 4th.

B. The king to his queen's square.

16.

W. The king to adverse queen's 3d.

B. The king to his square.

(a) It is to be observed, that the knight does not change the direction of his moves, whether the black player adopt the course of the game or the back game.

(b) If you had given check with your bishop, he would have passed his king into the other corner; and your attack would have been eluded.

17. W.

17.

W. The bishop gives check.

B. The king to his queen's square.

18.

W. The bishop to adverse K. bishop's 2d.

B. The king to his Q. bishop's square.

19.

W. The knight to adverse Q. bishop's 4th (c).

(c) It is needless to proceed. The position induced by the back game, is that of the seventeenth move of the game.

## A PARTY,

WON WITH A ROOK AND A PAWN AGAINST  
A BISHOP.

*Situation of the Pieces.*

WHITE.—The king at his 4th square.

Queen's pawn at the queen's 4th.

A rook at his queen's square.

BLACK.—The king at his 3d square.

King's bishop at his Q. bishop's 2d.

## 1.

W. The rook to its Q. rook's square (a).

B. The bishop to his Q. knight's square.

## 2.

W. The rook gives check,

B. The bishop interposes (b).

(a) Had you pushed the pawn, giving check, you had allowed the adversary to make a drawn game, as will be seen by the back-game.

(b) If he had withdrawn his king, you must have protruded yours to the van of your pawn. This party is to be won, only by advancing your king, and confining that of your adversary to the last rank, preparatory to pushing the pawn.

3. W.



3.

W. The rook to adverse Q. knight's 3d (c).

B. The king to his queen's 2d.

4.

W. The king to adverse queen's 4th.

B. The bishop to adverse K. knight's 3d.

5.

W. The rook gives check, at adverse Q. knight's 2d.

B. The bishop interposes.

6.

W. The rook to adverse Q. rook's 2d.

B. The king to his Q. bishop's square.

7.

W. The king to adverse Q. bishop's 3d (d).

(c) This move imposes on him a necessity of retracting his king, and resigning the field to yours.

(d) In this position the game is won, either by pushing the pawn to queen, or forcing the adverse bishop.

## A DRAWN GAME,

WITH A ROOK AND A PAWN AGAINST A  
BISHOP;

*A Back game from the preceding, on the First move  
of the White.*

1.

W. The pawn gives check (a).

B. The king to his queen's 2d.

2.

W. The king to his queen's 4th.

B. The bishop to adverse K. knight's 3d.

3.

W. The rook to its queen's rook's square.

B. The bishop to adverse K. bishop's 4th (b).

4.

W. The rook gives check.

B. The king to his queen's 3d (c).

(a) The result from this movement must be a drawn game, because your king cannot recover the opportunity of advancing before your pawn, supposing your adversary to play with critical precision.

(b) It is material to keep his bishop distant from your king, to enable him to give check, should you play the king to one of the black squares next to your pawn.

(c) If he had covered the check, you would have won the game, by pushing your king forwards to the black square facing his bishop.

5. W.

5.

W. The king to his 4th square.

B. The bishop to adverse K. knight's 3d (*d*).

6.

W. The rook to adverse K. knight's 2d.

B. The bishop to adverse king's square, in readiness to check.

7.

W. The rook gives check.

B. The king to his queen's 2d.

8.

W. The pawn I square (*e*).

B. The king to his Q. bishop's 3d (*f*).

9.

W. The king to adverse king's 4th.

B. The bishop to adverse Q. knight's 4th (*g*).

(*d*) If he had played his bishop to your king's rook's second, you would have won the game, by playing your rook to his king's knight's second. It is to be observed, that, in the defence of this party, the bishop, while he is so distant as to secure himself from capture, must be ready to step into a diagonal, that bears on the adverse king.

(*e*) Had you advanced the king, he would have obliged you to retrograde, by a check.

(*f*) Any other movement would have occasioned him the loss of the game.

(*g*) In this position your pawn is forced; as your king cannot proceed, without intercepting the communication between the pawn and the rook.

Q 4

10. W.

10.

W. The pawn 1 square, discovering check from the rook.

B. The king takes the pawn.

11.

W. The king to adverse queen's 4th.

B. The king to his Q. bishop's 2d.\*

---

\* WHEN A PLAYER HAS A BISHOP AGAINST A ROOK, he must as soon as possible station his king on a corner square of the chess-board, of a colour different from the field of the bishop. It is the only place where he can insure a drawn game.

## METHOD

## OF GIVING CHECK-MATE WITH A ROOK.

*Situation of the Pieces.*

**WHITE.**—The king at his 4th square.

A rook at the king's rook's square.

**BLACK.**—The king at his 3d square.

1.

**W.** The rook gives check.

**B.** The king to his 2d square.

2.

**W.** The king to adverse king's 4th.

**B.** The king to his queen's 2d square (*a*).

3.

**W.** The rook to adverse K. knight's 3d (*b*).

**B.** The king to his Q. bishop's 2d.

(*a*) His king must be opposite to yours, previously to each time of your giving check with your rook; because his king is then forced, by the check, to retrograde.

(*b*) If you had played your king opposite to his, he would have restored his king to its previous place; whereas, should he on this move play his king to the face of yours, you may force him back by the check of your rook.

4. **W.**



4.

W. The king to adverse queen's 4th.

B. The king to his Q. knight's 2d.

5.

W. The king to adverse Q. bishop's 4th

B. The king to his Q. rook's 2d.

6.

W. The king to adverse Q. knight's 4th.

B. The king to his Q. knight's 2d (c).—

7.

W. The rook gives check, at adverse K. knight's 2d.

B. The king to his Q. bishop's square.

8.

W. The king to adverse Q. bishop's 3d.

B. The king to his queen's square.

9.

W. The rook to adverse Q. rook's 2d.

B. The king to his square.

10.

W. The king to adverse queen's 3d.

B. The king to his bishop's square.

11.

W. The king to adverse king's 3d.

B. The king to his knight's square.

(c) In the present case he is obliged to place his king opposite to yours, or absolutely to abandon the rank.

12. W.

12.

W. The king to adverse K. bishop's 3d.

B. The king to his rook's square.

13.

W. The king to the adverse K. knight's 3d.

B. The king to his knight's square.

14.

W. The rook gives check-mate.

---

There is another mode of giving check-mate with a rook, which may be practised with great facility, and which will, in general, be found more summary than that which has been exhibited. A description of it, sufficiently intelligible, may be conveyed to the player, without a notation of the moves. The principle of it, is, to confine the adverse king in a square, two sides of which are formed by the extremities of the board, and two sides by two impassable lines, running from the station of the rook. This station must, at the commencement, prescribe all possible limitation; and the square you continually abridge, by the progression of the rook, supported by the king. When the adverse king is reduced to an area of four squares,

squares, it will be proper to suspend the action of the rook, leaving him in the great diagonal, on the third square from the corner. The interim will be employed in seating your own king on the third square of the rank or the file. This completes the preparation for check-mate.

CONCLUSION

## CONCLUSION OF A PARTY,

WON BY THE QUEEN AGAINST A ROOK AND  
A PAWN.

*Situation of the Pieces.*

WHITE.—The king at his bishop's 4th.  
The queen at her 3d square.

BLACK.—The king at his 2d square.  
A rook at its king's 4th.  
Queen's pawn at the queen's 3d\*.

---

### 1.

W. The queen gives check, at adverse K.  
rook's 2d (a).

B. The king to his 3d square.

---

\* This party is a drawn game, when the pawn has not been moved from its place; but, in the event of its having been advanced, the queen must win.

(a) His defence depends entirely upon not letting your king pass, and in meditation of the intended obstruction, playing his rook alternately from the queen's bishop's fourth to the king's fourth, being always supported by his pawn.

2. W.

2.

W. The queen gives check, at adverse K. knight's square (*b*).

B. The king to his 2d square.

3.

W. The queen to adverse Q. bishop's square.

B. The rook to its Q. bishop's 4th.

4.

W. The queen gives check, at adverse Q. knight's 2d.

B. The king to his 3d square.

5.

W. The queen to adverse K. knight's 2d.

B. The rook to its king's 4th.

6.

W. The queen to adverse Q. bishop's 2d (*c*).

B. The rook to its Q. bishop's 4th.

7.

W. The queen to adverse queen's square.

B. The rook to its king's 4th.

(*b*) This move is superfluous and unavailing; and I introduce it, only to shew, by what trivial means turns may be gained or lost.

(*c*) This move lays a certain foundation for decision in your favour; you must, therefore, at the second move of the queen, take this position.

8. W.




8.

W. The queen gives check, at adverse king's square (*d*).

B. The king to his queen's 4th.

9.

W. The queen to adverse Q. bishop's square (*e*).

B. The rook gives check (*f*). 

10.

W. The king to adverse K. bishop's 4th.

B. The rook gives check.

11.

W. The king to adverse K. bishop's 3d.

B. The rook to adverse king's 4th (*g*).

(*d*) This check forces his king to occupy the same file with his pawn; this will be a great facility to your own king, in passing.

(*e*) You place him under the dilemma of removing his rook from his king, or giving a free passage to yours.

(*f*) If he had played his king to your queen's fourth, you must have played your queen to his queen's bishop's third. In the first-back game, to obstruct your king, he plays the rook to its king's rook's fourth.

(*g*) If here, too, he had played his king to your queen's fourth, you must have played your queen to his queen's bishop's third.

12. W.

12.

W. The queen gives check, at adverse K.  
bishop's 4th.

B. The rook interposes.

13.

W. The queen gives check, at her 3d square.

B. The king to his Q. bishop's 4th.


14.

W. The queen to her 2d square (*h*).

B. The king to his Q. bishop's 3d.

15.

W. The queen to her 4th square.

B. The king to his queen's 2d (*i*). 

16.

W. The queen to her bishop's 4th.

B. The rook to its Q. bishop's 4th (*k*).

(*h*) At the instant your king gets in the rear of his pawn, the advantage of the game will turn on your side: to attain this, you must force him to play his king.

(*i*) He plays the king to his queen's bishop's second, in the second Back-game.

(*k*) If he had detached the rook from his king, your object must have been to force his rook, by a divergent check.

17. W.

17.

W. The queen gives check, at adverse K.  
bishop's 2d.

B. The king to his Q. bishop's 3d.

18.

W. The king to adverse king's 2d.

B. The rook gives check.

19.

W. The king to adverse queen's square.

B. The rook to his Q. bishop's 4th.

20.

W. The queen gives check, at adverse queen's 2d.

B. The king to his queen's 4th.

21.

W. The king to adverse king's 2d.

B. The rook to its Q. bishop's 3d.

22.

W. The queen gives check, at adverse K.  
bishop's 4th.

B. The king to adverse Q. bishop's 4th.

23.

W. The king to adverse queen's 2d.

B. The rook to its Q. bishop's 4th.

24.

W. The queen gives check, at her king's 4th,  
and must win.

---

The termination of this party, conducted from this move, may be seen in p. 245.—As many amateurs may not be acquainted with the *méthod* of giving check-mate with a queen against a rook, the opportunity which the state of the board presents for exhibiting that operation is embraced. It may be pursued in immediate continuation, by suspending the back-games.

## FIRST BACK GAME,

*On the Ninth Move of the Black.*

9.

W. - - - - -

B. The rook to its K. rook's 4th (*a*).

10.

W. The queen gives check, at adverse Q. rook's square.

B. The king to adverse Q. bishop's 4th.

11.

W. The queen gives check, at her rook's 4th.

B. The king to adverse Q. bishop's 3d.

12.

W. The queen gives check, at her rook's 3d.

B. The king where he pleases, his pawn being lost (*b*).

(*a*) His rook being distant from its king, allows you to take it by a divergent check, or at least to take his pawn.

(*b*) This back game shews the facility with which a queen may force a rook, when detached from its king.



## SECOND BACK GAME,

*On the Fifteenth Move of the Black.*

15.

W. - - - - -

B. The king to his Q. bishop's 2d.

16.

W. The queen to her rook's 4th.

B. The rook to its Q. bishop's 4th.

17.

W. The queen gives check, at the adverse Q.  
rook's 2d.

B. The king to his Q. bishop's 3d.

18.

W. The king to adverse king's 2d, and must  
win (a).

(a) The ability of the king to manœuvre behind the pawn, governs the event of the game.

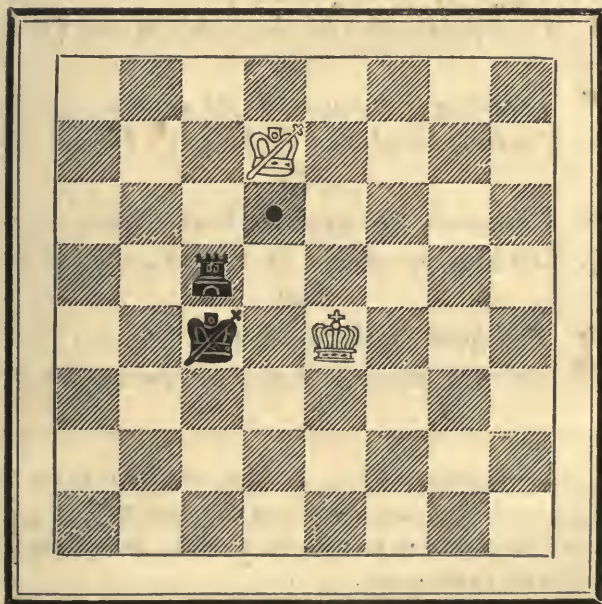
CHECK-

## CHECK-MATE,

BY THE QUEEN AGAINST A ROOK.

*A Continuation of the Party in p. 241.*

POSITION OF THE PIECES.

*The Black, who is in check, to move.*

24.

B. The king to adverse Q. knight's 3d.

R 3

25. W.

25.

W. The king takes the pawn.

B. The rook to adverse Q. bishop's 2d.

26.

W. The king to adverse queen's 4th (*a*).

B. The king to adverse Q. knight's 2d.

27.

W. The king to his queen's 4th.

B. The king to adverse Q. rook's square (*b*).

28.

W. The king to his queen's 3d square.

B. The rook to adverse Q. knight's 2d.

29.

W. The queen checks at her rook's 4th.

B. The king to adverse Q. knight's square.

30.

W. The queen to her rook's 3d.

B. The rook checks, at adverse queen's 2d (*c*).

---

(*a*) It is unavailing to give check with your queen, before your king has approached the adverse king.

(*b*) He offers you his rook for nothing; but, if you take it, he will be stale-mate.

(*c*) Your last move was not tactical. (The queen should have remained on the fourth square from the corner.) It was made to shew the game which might then be played by your adversary: if you were to take his rook, he would be stale-mate. Similar relations cannot be too much attended to.

31. W.

31.

W. The king to his Q. bishop's 3d.

B. The rook checks, at adverse Q. bishop's 2d.

32.

W. The king to his queen's 3d (*d*).

B. The rook checks, at adverse queen's 2d.

33.

W. The king to his 3d square.

B. The rook to adverse Q. knight's 2d.

34.

W. The queen to her rook's 4th (*e*).

B. The rook to adverse Q. bishop's 2d.

35.

W. The king to his queen's 3d.

B. The rook to adverse Q. knight's 2d.

36.

W. The king to his Q. bishop's 3d (*f*).

B. The rook to adverse K. rook's 2d.

(*d*) Had you played your king to your queen's knight's third, he would have made a drawn game, by giving you check at your queen's bishop's third.

(*e*) Your king may now invest the adversary, by a near approach, without any danger of making him stale-mate.

(*f*) He is obliged to remove his rook from his king, which gives you an opportunity of taking his rook by a divergent check, or making him mate.

37.

W. The queen gives check, at adverse Q. knight's 4th.

B. The king to adverse Q. rook's square.

38.

W. The queen gives check, at adverse Q. rook's 3d.

B. The king to the knight's square (g).

39.

W. The queen gives check, at adverse Q. knight's 3d.

B. The king to adverse Q. rook's 2d.

40.

W. The queen gives check, at adverse Q. rook's 2d.

B. The king to the knight's square.

41.

W. The queen gives check, at her K. knight's square; and wins the rook\*.

---

(g) If he had covered the check, you would have given mate at your queen's bishop's square.

\* This party can be won, only by forcing the adversary to detach his rook, in order to ensure its fall, by a divergent check.

A DRAWN



## A DRAWN GAME,

AGAINST THE QUEEN, BY A ROOK AND A  
PAWN.

*Situation of the Pieces.*

WHITE.—The king at the adverse queen's 4th.  
The queen at her knight's 3d.

BLACK.—The king at his queen's square.  
The queen's pawn at its square.  
The rook at its king's 3d.

1.

W. The queen gives check, at adverse Q.  
knight's square.

B. The king to his 2d square.

2.

W. The queen to adverse K. knight's square.

B. The rook to its Q. bishop's 3d.

3.

W. The king to the adverse king's 4th.

B. The rook to its king's 3d, giving check.

4.

W. The king to adverse queen's 4th (a).

(a) In this position it is a drawn game; because neither the queen, nor the king, can come upon the rear of the black pawn, as in the former party.

A DRAWN

## A DRAWN GAME,

AGAINST A ROOK AND A PAWN, BY A ROOK;

## Or LOST GAME,

IF THE PLAYER HAVING ONLY A ROOK PLAY  
ILL.

### *Situation of the Pieces.*

**WHITE.**—The king at adverse K. bishop's 4th.

The pawn at its king's 4th.

The rook at adverse K. rook's 2d.


**BLACK.**—The king at his square.

The rook at its queen's rook's 3d.

---

1.

**W.** The pawn 1 square.

**B.** The rook to its Q. knight's 3d. (a). 

---

(a) By commanding the third rank with his rook, he hinders your king from advancing; if he were to desert that rank before you had pushed your pawn, he would lose the party, as will be seen by a back game.

2. W.

2.

W. The rook to adverse Q. rook's 2d.

B. The rook to its Q. bishop's 3d (b).

3.

W. The pawn 1 square.

B. The rook to adverse Q. bishop's square (c).

4.

W. The king to adverse K. bishop's 3d.

B. The rook gives check, at adverse K. bishop's square (d).

(b) He ought not to move his rook from this line, until at the instant of your pushing the pawn.

(c) If he had given check, he would have lost the game.

(d) And he must give you perpetual check, unless you will be induced to detach your king from your pawn: and if, in adopting that course, you enfilade obliquely from his successive checks, toward his rook, he will transport his rook, at the moment of its being reached by your king, so as to ensure the fall of your pawn.—If your king retire upon your own rook, he will change rooks.

VARIANT

## VARIANT GAME,

ON THE FIRST MOVE OF THE BLACK, AFTER WHICH A ROOK AND A PAWN WIN AGAINST A ROOK.

1.

B. The rook to adverse Q. rook's square.

2.

W. The king to adverse K. bishop's 3d (*a*).

B. The rook gives check, at adverse K. bishop's square (*b*).

3.

W. The king to adverse king's 3d.

B. The king to his bishop's square (*c*).

4.

W. The rook gives check.

B. The king to his knight's 2d.

(*a*) If you had placed your king opposite his, he could have regained the opportunity of making a drawn game, by giving check with his rook.

(*b*) Had he given check at his queen's rook's third, you must have covered check with your pawn: and had he removed his king to his queen's square, you must have given check with your rook, afterwards playing your king to the adverse king's second square.

(*c*) Had he left his king unmoved, you must have given check, and changed rook for rook.

5. W.

5.

W. The rook to adverse king's square (*d*).

B. The rook to adverse king's square.

6.

W. The king to adverse queen's 2d.

B. The king to his bishop's 2d (*e*).

7.

W. The pawn 1 square, giving check.

B. The king to his knight's 2d (*f*).

8.

W. The king to adverse king's 2d (*g*).

B. The rook to adverse king's 2d.

9.

W. The rook to adverse queen's square.

B. The rook to adverse king's square.

10.

W. The rook to its queen's 2d.

B. The rook to adverse king's 3d.

(*d*) This is the only move which can ensure victory: every other leads but to a drawn game.

(*e*) Had he given check, you must have played your king to the adverse king's second.

(*f*) Had he played his king to his bishop's third, you must have given check with your rook, and at the next move pushed your pawn.

(*g*) Had you pushed your pawn, it would have been a drawn game.

11. W.



11.

W. The rook gives check, at its K. knight's 2d.

B. The king to his rook's 2d.

12.

W. The king to adverse K. bishop's 2d.

B. The rook gives check.

13.

W. The king to adverse king's square.

B. The rook to adverse king's 3d.

14.

W. The pawn 1 square.

B. The rook to adverse queen's 3d (*h*).

15.

W. The rook to its Q. bishop's 2d.

B. The king to his knight's 2d.

16.

W. The rook to adverse Q. bishop's 2d (*i*).

B. The rook to adverse queen's 2d.

17.

W. The rook to adverse queen's 2d.

B. The rook to adverse Q. knight's 2d.

(*h*) He plays thus, in order to hinder your king from moving out on the queen's side of the board, and to bring him, by a check, again under your pawn, in case he move out on the king's side.

(*i*) As in England, to give stale-mate is the loss of the game, you might, at his move, play your rook to your queen's second.

18. W.

18.

W. The rook to its queen's square.

B. The rook gives check.

19.

W. The king to adverse queen's 2d.

B. The rook gives check.

20.

W. The king to adverse king's 3d.

B. The rook gives check.

21.

W. The rook interposes.

B. The rook to its Q. knight's square.

22.

W. The rook to adverse queen's square, and  
will win.

A DRAWN

## A DRAWN GAME,

AGAINST A QUEEN AND A PAWN, BY A QUEEN.

*Situation of the Pieces.*

**WHITE.**—The king at adverse K. knight's 2d.  
 The pawn at adverse K. bishop's 3d.  
 The queen at her 3d square.

**BLACK.**—The king at adverse Q. knight's 4th.  
 The queen at her bishop's 4th.

1.

W. The pawn 1 square (*a*).

B. The queen gives check, at her K. knight's 4th.

2.

W. The queen interposes.

B. The queen gives check, at her king's 4th.

3.

W. The king to adverse K. knight's square (*b*).

B. The queen to her 4th square.

(*a*) In this position, the white should seek to exchange queens; the black should keep the king at a distance from the adverse king, in order to prevent that exchange, and to be the better enabled to give perpetual check.

(*b*) He cannot, in this position, give check, without losing the game; but he may hinder your pawn from making a queen.

4. W.

4.

W. The king to adverse K. rook's 2d.

B. The queen gives check, at adverse K. rook's square.

5.

W. The queen interposes.

B. The queen gives check, at adverse king's 4th:

6.

W. The king to adverse K. knight's square.

B. The queen gives check, at adverse K. knight's 4th.

7.

W. The queen interposes.

B. The queen to her king's 3d (c).

(c) It is plain, that, when the checking intermits, such a position may be taken as to prevent the pawn from making a queen.

THE three next examples illustrate the following

### Marim.

The pawn of either of the BISHOPS, or of either of the ROOKS, at one square from promotion, supported by its king, makes a drawn game against a queen—unless the adverse king *be close to it*, or unless the adverse king *stand in such a relation to the king supporting the pawn as may effect a mate with the coöperation of the queen*. But the KING'S pawn, or the QUEEN'S pawn, or the pawn of either of the KNIGHTS, although advanced to the same position, invariably loses.



## A GAME WON

BY A QUEEN, AGAINST A PAWN NEAR  
MAKING A QUEEN.

*Situation of the Pieces.*

WHITE.—The king at adverse Q. knight's 2d.  
The queen at adverse Q. bishop's  
square.

BLACK.—The king at adverse K. bishop's 2d.  
The pawn at adverse king's 2d.

1.

W. The queen gives check, at adverse K.  
bishop's 4th (a).

B. The king to adverse K. knight's 2d.

2.

W. The queen gives check, at her K. knight's  
4th.

B. The king to adverse K. bishop's 2d.

3.

W. The queen gives check, at her K. bishop's  
4th.

B. The king to adverse K. knight's 2d.

(a) To win this game, the queen must be brought, as  
near as possible, to the adverse king.

4.

W. The queen to her king's 3d (b).

B. The king to adverse K. bishop's square.

5.

W. The queen gives check, at her K. bishop's 3d.

B. The king to adverse king's square (c). K x P

6.

W. The king to adverse Q. bishop's 3d.

B. The king to adverse queen's 2d.

7.

W. The queen gives check, at adverse queen's 4th.

B. The king to adverse Q. bishop's 2d.

8.

W. The queen gives check, at her bishop's 4th.

B. The king to adverse queen's 2d.

9.

W. The queen gives check, at her 4th square.

B. The king to adverse Q. bishop's 2d.

(b) It is this move which enables you to win the game, because you force him to play his king before his pawn.

(c) As his pawn cannot make a queen, you must employ the interval in which your queen is inactive, in bringing your king in proximity to his.

10. W.

10.

W. The queen to her king's 3d (*d*).

B. The king to adverse queen's square.

11.

W. The queen gives check, at her 3d square.

B. The king to adverse king's square. *taken*

12.

W. The king to adverse queen's 4th (*e*).

(*d*) It is uniformly the same move which forces him to play his king before his pawn.

(*e*) You will proceed with a reiteration of the same moves, till your king is seated close to his pawn, and then the game is won.

# A DRAWN GAME,

AGAINST A QUEEN, BY A PAWN NEAR MAKING  
A QUEEN.

## *Situation of the Pieces.*

WHITE.—The king at his Q. bishop's 4th.  
The queen at her king's 2d.

BLACK.—The king at adverse K. knight's square.  
The pawn at adverse K. bishop's 2d.

### 1.

W. The queen checks, at her K. knight's 4th.

B. The king to adverse K. rook's 2d.

### 2.

W. The queen to her K. bishop's 3d.

B. The king to adverse K. knight's square.

### 3.

W. The queen checks, at her K. knight's 3d.

B. The king to adverse K. rook's square. He  
may safely leave the pawn exposed ; for  
you would give stale-mate by taking it :  
this ought then to be a drawn game.

A SECOND

## A SECOND DRAWN GAME,

AGAINST A QUEEN, BY A PAWN NEAR MAKING  
A QUEEN.

*Situation of the Pieces.*

WHITE.—The king at his Q. bishop's 4th.  
The queen at her 4th square.

BLACK.—The king at adverse K. knight's 2d.  
The pawn at adverse K. rook's 2d.

1.

W. The queen checks, at her K. knight's 4th.

B. The king to adverse K. bishop's 2d.

2.

W. The queen to her K. rook's 3d.

B. The king to adverse K. knight's square.

3.

W. The queen checks, at K. knight's 3d.

B. The king to the rook's square. Forced perpetually to remove your queen to make room for his king, you could never bring up your king in time: so it must be a drawn game.



# A DRAWN GAME,

AGAINST A SINGLE PAWN :

## Or A GAME WON,

IF HE WHO DIRECTS THE UNACCOMPANIED,  
KING SHOULD NOT PLAY WELL.

### *Situation of the Pieces.*

**WHITE.**—The king at his bishop's 4th.  
The pawn at adverse K. bishop's 4th.

**BLACK.**—The king at his bishop's 3d.

---

---

1.

W. The king to his 4th square.

B. The king to his bishop's 2d (a).

2.

W. The king to adverse king's 4th.

B. The king to his 2d square.

---

(a) It is necessary to bring his king alternately to the face of the adverse pawn, and alternately to the face of the adverse king, in order to oppose the promotion of the pawn.

3. W.


3.

W. The pawn 1 square, giving check.

B. The king to his bishop's 2d.

4.

W. The king to adverse K. bishop's 4th.

B. The king to his bishop's square (*b*). 

5.

W. The king to adverse king's 3d.

B. The king to his square (*c*).

6.

W. The king to adverse K. bishop's 4th.

B. The king to his bishop's 2d (*d*).

7.

W. The king to adverse K. knight's 4th.

B. The king to his bishop's square (*e*).

(*b*) If he had removed his king to his square, or to the knight's square, he would have lost the game. The subject of a back-game.

(*c*) Were you in the present position to push your pawn, you could not sustain it without making a stale mate.

(*d*) His defence depends upon opposing his king to yours; if, on the other hand, the possession of the move enabled you to oppose your king to his, you would win the game.

(*e*) He places his king in that alternate opposition to your pieces, which infallibly brings on a drawn game.

S. W.

8.

W. The king to adverse K. knight's 3d.

B. The king to his knight's square.

9.

W. The pawn 1 square, giving check.

B. The king to his bishop's square.

10.

W. The king is forced to desert the pawn.

BACK

## BACK GAME,

*On the Fourth Move of the Black.*

4.

B. The king to his square, or to the knight's square.

5.

W. The king to the adverse king's 3d.

B. The king to his bishop's square.

6.

W. The pawn 1 square.

B. The king to his knight's 2d.

7.

W. The king to adverse king's 2d, and will win.

---

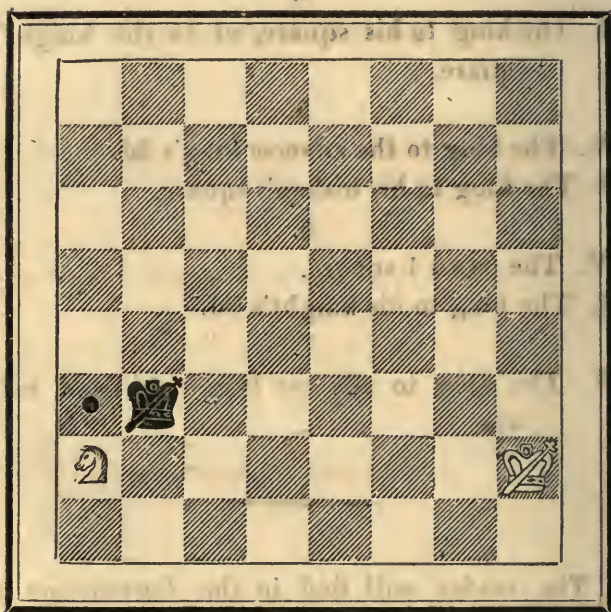
The reader will find in the *Introduction to Chess*, GENERAL MAXIMS, §. 31. a principle of criterion for determining when a pawn can be queened. [Vol. I. 51—57.]

A DRAWN

# A DRAWN GAME,

BY A KNIGHT DISTANT FROM HIS KING,  
AGAINST A PAWN ADVANCING TO QUEEN.

POSITION OF THE PIECES.



1.

W. The knight gives check, at his Q. bishop's square.

B. The king to adverse Q. knight's 2d.

2. W.



2.

W. The knight gives check, at his queen's 3d.

B. The king to adverse Q. bishop's 2d.

3.

W. The knight to Q. knight's 4th, checking.

B. The king to adverse Q. knight's 3d.

4.

W. The knight to his queen's 3d (*a*).

---

(*a*) He cannot push his pawn, without receiving a divergent check from your knight; therefore it is a drawn game. *It is important to observe*, that in positions, when the knight can neither check, nor hinder the pawn from advancing, a divergent check will be in his power, if the pawn be advanced.

A DRAWN

## A DRAWN GAME,

AGAINST TWO PAWNS, BY A SINGLE PAWN.

### Or A PARTY WON,

IF THE PLAYER WITH THE PAWN MISMOVE.

#### *Situation of the White.*

The king at his 4th square.

King's bishop's pawn at its bishop's 4th.

King's knight's pawn at its knight's 5th.

#### *Situation of the Black.*


The king at his 3d square.

King's knight's pawn at its knight's 3d \*.

---

#### 1.

W. The king to his queen's 4th.

B. The king to his queen's 3d (a). 

---

\* Before we proceed, let us review the board at the stage at which we find the game. If the black pieces were to play first, the white would win; but the white party having to commence, it will be a drawn game.

(a) Had he played his king to his king's bishop's fourth square, you would have regained the position; which would have been the earnest of victory. The subject of a back-game.

2. W.


2.

W. The king to his queen's 3d.

B. The king to his queen's 2d (*b*).

3.

W. The king to his 3d square.

B. The king to his 2d square (*c*). 

4.

W. The king to his queen's 4th.

B. The king to his queen's 3d.

5.

W. The king to his 4th square.

B. The king to his 3d square (*d*).

(*b*) Had he played his king to his queen's fourth, he would have lost the game. The subject of the second back-game.

(*c*) By refusing to advance from his eligible station, he is enabled to oppose your king, whether you chuse to place him at his own fourth, or at your queen's fourth.

(*d*) This is the identical position at which we commenced. Supposing the future moves of the adversary to be correctly made, no variation in your course can prevent it from being a drawn game.

## FIRST BACK GAME,

*On the First Move of the Black.*

1.

B. The king to his bishop's 4th.

2.

W. The king to his 3d square.

B. The king to his 3d square (*a*).

3.

W. The king to his 4th square.

B. The king to his queen's 3d (*b*).

4.

W. The bishop's pawn 1 square.

B. The pawn takes the pawn (*c*).

5.

W. The king takes the pawn.

B. The king to his 2d square.

(*a*) Had he removed his king to your king's knight's fourth, he would lose the game, equally as he will by the present course.

(*b*) Had he played his king to his second square, or to his queen's second, you must have advanced your king opposite his, to effect the capture of his pawn.

(*c*) He could have declined taking your pawn; an experiment that is tried in the second back-game, at the fifth move.

6. W.

6.

W. The king to adverse K. knight's 3d.

B. The king to his bishop's square.

7.

W. The king to adverse K. rook's 2d, and must win.



## SECOND BACK GAME,

*On the Second Move of the Black.*

2.

B. The king to his queen's 4th.

3.

W. The king to his 3d square (*a*).

B. The king to his 3d square.

4.

W. The king to his 4th square.

B. The king to his queen's 3d (*b*).

5.

W. The bishop's pawn 1 square.

B. The king to his 2d square.

6.

W. The pawn 1 square, giving check (*c*).

B. The king to his 3d square.

(*a*) You again get the position, because he cannot play his king fronting yours: he must retrograde either to his third square, or to his queen's third square. In either case, your king may place himself in opposition to his.

(*b*) If he had withdrawn his king to his second square, or to his queen's second, you must have advanced your king opposite his.

(*c*) Had you taken his pawn with yours, it would have been a drawn game.

7. W.

7.

W. The king to his queen's 4th.

B. The king to his queen's 3d (*d*).

8.

W. The bishop's pawn 1 square.

B. The king to his 2d square.

9.

W. The king to adverse king's 4th.

B. The king takes the pawn.

10.

W. The king to adverse queen's 3d.

B. The king to his bishop's square.

11.

W. The king to adverse king's 3d.

B. The king to his knight's 2d.

12.

W. The king to adverse king's 2d.

B. The king to his knight's square.

13.

W. The king to adverse K. bishop's 3d.

B. The king to his rook's 2d.

14.

W. The king to adverse K. bishop's 2d.

B. The king to his rook's square.

(*d*) By this step he has regained the position, since he may oppose king to king; but by the sacrifice of a pawn you may recover it over him, and a single pawn is enough to win the game.

T 2

15. W.

15.

W. The king takes the pawn.

B. The king to his knight's square.

16.

W. The king to adverse K. bishop's 3d.

B. The king to his bishop's square.

17.

W. The pawn 1 square, and makes a queen  
without opposition.

A DRAWN

## A DRAWN GAME,

BY TWO ISOLATED PAWNS, AGAINST TWO  
UNITED PAWNS.

### *Situation of the White.*

The king at his queen's 3d.

Queen's bishop's pawn at its bishop's 5th.

Queen's knight's pawn at its knight's 4th.

### *Situation of the Black.*

The king at his queen's 4th.

Queen's knight's pawn at its knight's 4th.

King's knight's pawn at its knight's 4th\*.

1.

W. The king to his 3d square.

B. The king to his 4th square.

2.

W. The king to his bishop's 3d.

B. The king to his bishop's 4th.

\* If the black were to commence play, the white would win.

3.

W. The king to his knight's 3d.

B. The king to his 4th square (a).

4.

W. The king to his knight's 4th.

B. The king to his bishop's 3d.

5.

W. The king to his knight's 3d.

B. The king to his 4th square (b).

6.

W. The king to his bishop's 3d.

B. The king to his bishop's 4th (c).

---

(a) Had he played his king to his bishop's third, you would have advanced your king towards his pawn, and he would have lost the game.

(b) Had he played his king to his bishop's fourth, you would have recovered the position; and the position, at these critical junctures, is the game.

(c) As he does not advance his pawn, nor suffer your king to take the place opposite to his, it must be a drawn game.



# **OBSERVATIONS**

ON THE

**ENDS OF PARTIES,**

AND

**ON THE POWERS OF PIECES**

**VARIOUSLY COMBINED.**

A SINGLE pawn cannot win, if the adverse king be so placed in opposition to it, as to exclude the king supporting the pawn, from moving in its van.

Two pawns against one must win, in almost all cases: but he that has the two pawns, must avoid changing one of them with the adversary's pawn, except to gain the position.

A pawn, and any piece whatsoever, must win in all cases; a pawn on a rook's file, co-operating with a bishop whose diagonal is of a different colour from the square at which the pawn must make a queen, only excepted.

Two knights by themselves cannot mate.

Two bishops by themselves may mate.

A knight and a bishop may mate.

A rook, against a knight, makes a drawn game.

A rook, against a bishop, makes a drawn game.

A rook and a knight, against a rook, make a drawn game.

A rook and a bishop, against a rook, win.

A rook and a bishop, against a queen, make a drawn game.

A rook and a knight, against a queen, make a drawn game.

A queen, against a bishop and a knight, may win.

A rook, against a bishop and two pawns, makes a drawn game.

A rook, against one knight and two pawns, makes a drawn game, because in this, as in the last case, he who has the single potent piece, cannot be hindered from sacrificing it for the two pawns.

A queen, against one rook and two pawns, makes a drawn game.

## GAMES

Played without seeing the Board.

---

MR. PHILIDOR being of opinion that an entire collection of the games he has played without looking over the chess-board would not be of any service to amateurs, he will only publish a few parties which he has played against three players at once, subjoining the names of his respectable adversaries, in order to prove, and transmit to posterity, a *fact*, of which future ages might otherwise entertain some doubt.

*The following Account appeared in the London News-papers, the 9th of May, 1783:*

“ Yesterday, at the Chess-club in St. James’s Street, Mr. PHILIDOR performed one of those wonderful exhibitions for which he is so much celebrated. He played at the same time three different games, without seeing either of the tables. His opponents were Count BRUHL, Mr. BOWDLER, and Mr. MASERES. To those  
who

who understand Chess, this exertion of Mr. PHILIDOR's abilities, must appear one of the greatest of which the human memory is susceptible. He goes through it with astonishing accuracy, and often corrects mistakes in those who have the board before them. Mr. PHILIDOR sits with his back to the tables, and some gentleman present, who takes his part, informs him of the move of his antagonist, and then, by his direction, plays his pieces."

In the triple party before mentioned, Mr. PHILIDOR gave the move to Count BRUHL and Mr. BOWDLER, and the advantage of a pawn and the move to Mr. MASERES: the moves of each party were played alternately.



### COUNT BRUHL'S PARTY.

1.

W. King's pawn 2 squares.

B. The same.

2.

W. King's bishop to Q. bishop's 4th.

B. Q. b. pawn 1 square.

3. W.

3.

W. The queen to her king's 2d \*.

B. Q. pawn 1 square.

4.

W. Q. b. pawn 1 square †.

B. K. b. pawn 2 squares.

5.

W. Q. pawn 1 square.

B. K. knight to his bishop's 3d.

6.

W. The K. pawn takes the pawn.

B. The Q. bishop takes the pawn.

7.

W. Q. pawn 1 square.

B. K. pawn 1 square.

8.

W. Q. bishop to adverse K. knight's 4th.

B. Q. pawn 1 square ‡.

9.

W. K. bishop to Q. knight's 3d.

B. K. bishop to his queen's 3d.

\* *Q. pawn 2 squares*, is a good move for the white in this situation. Perhaps, it cannot be demonstrated better than the one employed, but it is more offensive, and less confining.

† Rather, *K. b. pawn 2 squares*. E.

‡ How masterly Philidor has played his pawns. Give him a slight advantage, and he uses it exquisitely. E.

10. W.



10.

W. Q. knight to his queen's 2d \*.

B. The same.

11.

W. K. r. pawn 1 square.

B. The same.

12.

W. Q. bishop to his king's 3d.

B. The queen to her king's 2d.

13.

W. K. b. pawn 2 squares.

B. K. r. pawn 1 square.

14.

W. Q. b. pawn 1 square.

B. Q. r. pawn 1 square.

15.

W. The Q. b. pawn takes the pawn.

B. The Q. b. pawn takes the pawn.

16.

W. The queen to her K. bishop's 2d.

B. The king castles with his rook.

17.

W. K. knight to his king's 2d.

B. Q. kn. pawn 2 squares.

---

\* Q. b. pawn 1 square, may be preferable. E.

18.

W. The king castles with his rook.

B. Q. knight to his 3d square.

19.

W. K. knight to his 3d square.

B. K. kn. pawn 1 square.

20.

W. Q. rook to its bishop's square.

B. Q. knight to adverse Q. bishop's 4th.

21.

W. The K. knight takes the bishop.

B. The K. kn. pawn takes the knight.

22.

W. The queen gives check, at her K. knight's 3d.

B. The queen covers the check.

23.

W. The queen takes the queen.

B. The king takes the queen.

24.

W. The K. bishop takes the Q. knight.

B. The Q. kn. pawn takes the bishop

25.

W. K. kn. pawn 1 square.

B. Q. rook to its knight's square.

26.

W. Q. kn. pawn 1 square.

B. K. bishop to adverse Q. rook s 3d.

27. W.

27.

W. Q. rook to its Q. bishop's 2d.

B. The Q. kn. pawn takes the Q. kn. pawn.

28.

W. The Q. r. pawn takes the pawn.

B. K. rook to Q. bishop's square.

29.

W. The Q. rook takes the rook.

B. The rook takes the rook.

30.

W. The rook to Q. rook's square.

B. The bishop to adverse Q. knight's 4th.

31.

W. The rook takes the Q. r. pawn.

B. The rook to adverse Q. bishop's 3d.

32.

W. The king to his bishop's 2d.

B. The rook to adverse queen's 3d.

33.

W. The rook to its queen's rook's 2d.

B. The bishop takes the knight.

34.

W. The rook takes the bishop.

B. The rook takes the Q. kn. pawn.

35.

W. The rook to Q. bishop's 2d.

B. K. r. pawn 1 square.

36. W.

36.

W. The rook gives check, at adverse Q.  
bishop's 2d.

B. The king to his knight's 3d.

37.

W. K. kn. pawn takes the r. pawn.

B. The knight to his rook's 4th.

38.

W. The rook to adverse queen's 2d.

B. The knight takes the K. b. pawn.

39.

W. The bishop takes the knight.

B. The rook gives check, at adverse K. bishop's  
3d.

40.

W. The king to his knight's 2d.

B. The rook takes the bishop.

41.

W. The rook takes the queen's pawn.

B. The rook to adverse K. bishop's 3d.

42.

W. The rook to adverse queen's square.

B. The rook to adverse queen's 3d.

43.

W. Q. pawn 1 square.

B. K. b. pawn 1 square.

44. W. .

44.

W. Q. pawn 1 square.

B. The rook gives check, at adverse queen's 2d.

45.

W. The king to his bishop's square.

B. The king to his bishop's 2d.

46.

W. Pawn in K. r. file 1 square.

B. King's pawn 1 square.

47.

W. Pawn in K. r. file 1 square.

B. K. b. pawn 1 square ; and wins.

---



---

### MR. BOWDLER'S PARTY.

1.

W. King's pawn 2 squares.

B. Q. b. pawn 2 squares.

2.

W. K. bishop to Q. bishop's 4th.

B. K. pawn 1 square\*.

---

\* A master knows how safely to make a move, which, in a different order, would have been bad. Had Philidor played the first move thus, his competitor would have pushed the Q. pawn, which the previous advance of the black Q. b. pawn now prevents. The move of the adverse K. bishop also conduced to make it safe. E.

3. W.



3.

W. The queen to her king's 2d.

B. Q. knight to his bishop's 3d.

4.

W. Q. b. pawn 1 square.

B. Q. r. pawn 1 square.

5.

W. Q. r. pawn 2 squares.

B. Q. kn. pawn 1 square.

6.

W. K. b. pawn 2 squares.

B. Q. pawn 1 square.

7.

W. K. knight to his bishop's 3d.

B. K. knight to his king's 2d.

8.

W. K. bishop to Q. rook's 2d.

B. K. kn. pawn 1 square.

9.

W. Q. pawn 1 square.

B. K. bishop to his knight's 2d.

10.

W. Q. bishop to his king's 3d.

B. Q. pawn 1 square.

11.

W. Q. knight to his queen's 2d.

B. The king castles.

12.

W. The king castles with his rook.

B. K. b. pawn 2 squares.

13.

W. K. pawn 1 square.

B. K. r. pawn 1 square.

14.

W. Q. pawn 1 square.

B. Q. b. pawn 1 square.

15.

W. Q. kn. pawn 2 squares.

B. Q. kn. pawn 1 square.

16.

W. K. bishop to his Q. knight's square.

B. Q. bishop to his queen's 2d.

17.

W. K. bishop to his Q. bishop's 2d.

B. The queen to her bishop's 2d.

18.

W. K. r. pawn 1 square.

B. The king to his rook's 2d.

19.

W. The king to his rook's 2d.

B. Q. knight to his rook's 2d.

20.

W. K. kn. pawn 2 squares.

B. The Q. kn. pawn takes the Q. r. pawn.

21. W.

21.

W. The K. bishop takes the Q. kn. pawn.

B. Q. knight to his 4th square.

22.

W. The K. bishop takes the knight.

B. The Q. bishop takes the bishop.

23.

W. K. rook to its knight's square.

B. The same.

24.

W. K. rook to K. knight's 3d.

B. Q. r. pawn 1 square.

25.

W. The Q. kn. pawn takes the pawn.

B. The Q. rook takes the pawn.

26.

W. K. rook to K. knight's square.

B. K. rook to Q. rook's square.

27.

W. The Q. rook takes the rook.

B. The queen takes the rook.

28.

W. The rook to Q. bishop's square.

B. The queen to adverse Q. rook's 3d.

29.

W. Q. knight to his K. bishop's square.

B. The queen to adverse Q. knight's 3d.

30.

W. The queen to her square.

B. The rook checks, at adverse Q. rook's 2d.

31.

W. The bishop interposes, at his queen's 2d.

B. The queen takes the queen.

32.

W. The rook takes the queen.

B. Q. bishop to adverse Q. rook's 4th.

33.

W. The rook to Q. knight's square.

B. Q. bishop to adverse Q. knight's 3d.

34.

W. The king to his knight's 3d.

B. The knight to Q. bishop's 3d.

35.

W. Q. knight to his king's 3d.

B. K. bishop to his square.

36.

W. Q. bishop to his square.

B. K. bishop to adverse Q. rook's 3d.

37.

W. K. r. pawn 1 square.

B. The bishop takes the bishop.

38.

W. The rook takes the bishop.

B. The knight to his king's 2d.

39. W.

39.

W. K. r. pawn 1 square.

B. The rook to adverse king's 2d.

40.

W. The rook to his king's square.

B. The rook takes the rook.

41.

W. The knight takes the rook.

B. The K. b. pawn takes the pawn.

42.

W. The king takes the pawn.

B. The knight to K. bishop's 4th.

43.

W. The knight takes the knight.

B. The K. kn. pawn takes the knight, and gives check.

44.

W. The king to his knight's 3d.

B. The bishop to adverse queen's square.

45.

W. The knight to K. bishop's 3d.

B. The bishop takes the knight.

46.

W. The king takes the bishop.

B. The king to his knight's 2d.

47.

W. The king to his 3d square.

B. The king to his bishop's 2d.

U 3

48. W.



48.

W. The king to his queen's 2d.

B. The king to his 2d square.

49.

W. The king to the Q. bishop's 2d.

B. The king to his queen's 2d.

50.

W. The king to the Q. knight's 2d.

B. The king to the Q. bishop's 3d.

51.

W. The king to the Q. rook's 3d.

B. The king to the Q. knight's 4th, and makes  
a drawn game.

---

There appears to be no sensible defect in this game; which, on both sides, is conducted with unremitting circumspection.

Mr.

## MR. MASERES' PARTY.

*He received the King's Bishop's Pawn,  
and the Move.*

1.

W. King's pawn 2 squares.

B. K. knight to his rook's 3d.

2.

W. Q. pawn 2 squares.

B. K. knight to his bishop's 2d.

3.

W. K. bishop to his queen's 3d\*.

B. K. pawn 1 square.

4.

W. King's knight to his bishop's 3d.

B. Q. pawn 2 squares.

5.

W. K. pawn 1 square.

B. Q. b. pawn 2 squares.

6.

W. Q. b. pawn 1 square.

B. Q. knight to his bishop's 3d.

---

\* K. b. pawn 2 squares, would more improve the present inequality. E.

7.

W. Q. bishop to his king's 3d.

B. Q. kn. pawn 1 square.

8.

W. K. bishop to adverse Q. knight's 4th.

B. Q. bishop to his queen's 2d.

9.

W. Q. r. pawn 2 squares.

B. Q. r. pawn 1 square.

10.

W. K. bishop to his queen's 3d\*.

B. K. kn. pawn 1 square.

11.

W. The king castles.

B. The queen to her bishop's 2d.

12.

W. The queen to her king's 2d.

B. Q. b. pawn 1 square.

13.

W. K. bishop to Q. bishop's 2d.

B. Q. rook to its knight's square†.

\* Philidor is now, before he plays, a move a-head; for we must reckon two lost moves, among the three consumed in taking this station.

† This, and the subsequent moves of the Q. kn. and Q. r. pawns, to produce an opening for the rook, are extremely able. E.

14. W.

14.

W. Q. knight to his rook's 3d.

B. K. bishop to his king's 2d.

15.

W. K. r. pawn 1 square.

B. The king castles with his rook.

16.

W. K. knight to his rook's 2d.

B. Q. kn. pawn 1 square.

17.

W. The Q. r. pawn takes the pawn.

B. The Q. r. pawn takes the pawn.

18.

W. The queen to her K. knight's 4th.

B. The king to his knight's 2d.

19.

W. K. b. pawn 2 squares.

B. K. knight to his rook's 3d.

20.

W. The queen to K. knight's 3d.

B. K. knight to K. bishop's 4th.

21.

W. The K. bishop takes the knight.

B. The K. rook takes the bishop.

22.

W. The queen to K. bishop's 3d.

B. Pawn in Q. kn. file 1 square.

23. W.

23.

W. The Q. b. pawn takes the pawn.

B. The knight takes the pawn.

24.

W. K. kn. pawn 2 squares.

B. K. rook to its bishop's square.

25.

W. The queen to K. knight's 2d.

B. The knight to adverse queen's 3d.

26.

W. Q. bishop returns to his square.

B. The queen to her knight's 3d.

27.

W. Q. knight to Q. bishop's 2d.

B. The knight takes the bishop.

28.

W. The Q. rook takes the knight.

B. The queen takes the Q. kn. pawn.

29.

W. Q. knight to his king's 3d.

B. The queen takes the queen.

30.

W. The king takes the queen.

B. Queen's rook to adverse Q. knight's 3d.

31.

W. K. rook to its bishop's 3d.

B. Q. rook to adverse queen's 3d.

32. W.



32.

W. Q. rook to its queen square.

B. Q. bishop to adverse Q. rook's 4th.

33.

W. The Q. rook takes the rook.

B. The Q. b. pawn takes the rook.

34.

W. K. knight to his bishop's square.

B. K. bishop to adverse Q. knight's 4th.

35.

W. The rook to its king's bishop's 2d.

B. K. bishop to adverse Q. bishop's 3d.

36.

W. The rook to its Q. rook's 2d.

B. Q. bishop to adverse Q. knight's 3d.

37.

W. The rook to its K. bishop's 2d.

B. The K. bishop takes the Q. pawn.

38.

W. The rook to its queen's 2d.

B. The rook takes the K. b. pawn.

39.

W. The rook takes the pawn.

B. Q. bishop to adverse Q. bishop's 4th.

40.

W. The knight takes the bishop.

B. The Q. pawn takes the knight.

41. W.

41.

W. The rook to its K. bishop's 3d.

B. The rook takes the rook.

42.

W. The king takes the rook.

B. The bishop takes the K. pawn.

43.

W. The king to his 4th square.

B. The bishop to his K. bishop's 3d.

44.

W. The knight to his king's 3d.

B. Q. b. pawn 1 square.

45.

W. The king to his queen's 3d.

B. The king to his bishop's 2d.

46.

W. The knight to his queen's square.

B. The king to his 2d square.

47.

W. The knight takes the pawn.

B. The bishop takes the knight.

48.

W. The king takes the bishop.

B. The king to his queen's 3d.

49.

W. The king to his queen's 4th.

B. The K. pawn 1 square, giving check.

50. W.

50.

W. The king to his 4th square.

B. The king to his 3d square.

51.

W. K. r. pawn 1 square.

B. The same.

52.

W. The king to his 3d square.

B. The king to his queen's 4th.

53.

W. The king to his queen's 3d.

B. The K. pawn 1 square, giving check.

54.

W. The king to his 3d square.

B. The king to his 4th square.

55.

W. K. kn. pawn 1 square:

B. K. r. pawn 1 square.

56.

W. The king to his 2d square.

B. The king to adverse K. bishop's 4th.

57.

W. The king to his bishop's 2d.

B. The king to adverse K. knight's 4th.

58.

W. The king to his 3d square.

B. The king takes the rook's pawn.

59. W.

59.

W. The king takes the pawn.

B. The king takes the knight's pawn, and wins the game.

### ANOTHER MATCH,

*Played at the CHESS-CLUB, the 10th of May, 1788, against Count BRUHL, Mr. NOWELL, and Mr. LEYCESTER.—Mr. NOWELL, and Mr. LEYCESTER received the odds of the Pawn and the Move, and Count BRUHL only the Move.*

#### COUNT BRUHL's SECOND PARTY.

1.

W. King's pawn 2 squares.

B. The same.

2.

W. K. b. pawn 2 squares.

B. The pawn takes the pawn.

3.

W. K. knight to his bishop's 3d.

B. K. kn. pawn 2 squares.

4. W.

4.

W. K. bishop to Q. bishop's 4th.

B. K. bishop to his knight's 2d.

5.

W. K. r. pawn 2 squares.

B. K. r. pawn 1 square.

6.

W. The K. r. pawn takes the pawn\*.

B. The K. r. pawn takes the pawn.

7.

W. The K. rook takes the rook.

B. The K. bishop takes the rook.

8.

W. Q. pawn 2 squares.

B. K. kn. pawn 1 square.

9.

W. The Q. bishop takes the K. pawn.

B. The K. kn. pawn takes the knight.

10.

W. The queen takes the pawn.

B. The queen to her king's 2d.

11.

W. Q. b. pawn 1 square.

B. K. knight to his bishop 3d.

---

\* This is precipitating the liberation of the adverse pieces. E.



12.

W. The knight to his queen's 2d.

B. Q. pawn 2 squares \*.

13.

W. K. bishop to his queen's 3d.

B. The Q. pawn takes the pawn.

14.

W. The knight takes the pawn.

B. The knight takes the knight.

15.

W. The queen takes the knight.

B. The queen takes the queen.

16.

W. The bishop takes the queen †.

B. Q. b. pawn 1 square.

17.

W. The king to his queen's 2d.

B. Q. bishop to his king's 3d.

18.

W. Q. kn. pawn 1 square.

B. The knight to his queen's 2d.

19.

W. The rook to K. rook's square:

B. K. bishop to his 3d square.

\* Extremely well played. E.

† The assailant has only a pawn for the knight which he sacrificed.

19. W.

20.

W. The king to the Q. bishop's 2d.

B. The king castles.

21.

W. Q. bishop to adverse queen's 3d.

B. The knight to his 3d.

22.

W. Q. bishop to adverse Q. bishop's 4th.

B. The king to the Q. bishop's 2d.

23.

W. The rook to adverse K. rook's 2d.

B. The rook to K. rook's square.

24.

W. Q. b. pawn 1 square.

B. The rook takes the rook.

25.

W. The bishop takes the rook.

B. The knight to his queen's 2d.

26.

W. The king to his queen's 3d.

B. The knight takes the bishop.

27.

W. The pawn takes the knight.

B. K. bishop to his king's 2d.

28.

W. Q. kn. pawn 1 square.

B. Q. r. pawn 1 square.

29.

W. Q. r. pawn 1 square.

B. K. b. pawn 2 squares.

30.

W. The bishop to adverse K. knight's 3d.

B. The king to his queen's 2d.

31.

W. The bishop to adverse K. rook's 4th.

B. K. bishop to K. knight's 4th.

32.

W. The bishop to his queen's square.

B. K. bishop to adverse Q. bishop's square.

33.

W. The bishop to Q. rook's 4th.

B. The K. bishop takes the Q. r. pawn.

34.

W. The king to the Q. bishop's 3d.

B. K. bishop to adverse Q. bishop's square.

35.

W. The bishop to his queen's square.

B. K. bishop to adverse K. bishop's 4th.

36.

W. The king to his queen's 4th.

B. The king to his 2d square.

37.

W. Q. kn. pawn 1 square.

B. The king to his bishop's 3d.

38. W.

38.

W. The bishop to K. bishop's 3d.

B. Q. bishop to his queen's 2d.

39.

W. Q. kn. pawn 1 square.

B. K. bishop to K. knight's 4th.

40.

W. The bishop to his queen's square.

B. K. bishop to adverse K. rook's 4th.

41.

W. The king to his third square.

B. The king to his 4th square.

42.

W. The bishop to K. bishop's 3d.

B. K. bishop to his king's 2d.

43.

W. The king to his queen's 3d.

B. The K. bishop takes the pawn.

44.

W. The king to the Q. bishop's 3d.

B. The K. bishop takes the pawn.

45.

W. The king to the Q. knight's 3d.

B. The king to adverse queen's 4th, and wins  
the game.

## MR. NOWELL'S PARTY.

*He received the King's Bishop's Pawn, and the Move.*

1.

W. King's pawn 2 squares.

B. K. knight to K. rook's 3d.

2.

W. K. bishop to Q. bishop's 4th

B. K. pawn 1 square.

3.

W. Q. pawn 1 square.

B. K. knight to his bishop's 2d.

4.

W. K. b. pawn 2 squares.

B. Q. pawn 2 squares.

5.

W. K. bishop to Q. knight's 3d.

B. K. bishop to Q. bishop's 4th.

6.

W. K. knight to K. bishop's 3d.

B. The king castles.

7.

W. K. pawn 1 square.

B. Q. b. pawn 1 square.

8. W.



8.

W. Q. pawn 1 square.

B. K. bishop to Q. knight's 3d.

9.

W. Q. r. pawn 1 square.

B. The queen to her king's 2d.

10.

W. The king castles.

B. Q. b. pawn 1 square.

11.

W. Q. b. pawn 1 square.

B. Q. knight to his bishop's 3d.

12.

W. Q. bishop to his king's 3d.

B. Q. bishop to his queen's 2d.

13.

W. The queen to her king's 2d.

B. K. kn. pawn 1 square.

14.

W. Q. bishop to Q. bishop's 2d.

B. K. knight to his rook's 3d.

15.

W. Q. knight to his queen's 2d.

B. K. knight to his bishop's 4th.

16.

W. K. rook to its bishop's 2d.

B. The knight takes the bishop.

x 3

17. W.

17.

W. The queen takes the knight.

B. Q. rook to its bishop's square.

18.

W. Q. knight to his 3d square.

B. The Q. b. pawn takes the pawn.

19.

W. The Q. knight takes the pawn.

B. The knight takes the knight.

20.

W. The knight takes the knight.

B. Q. rook to adverse Q. bishop's 4th.

21.

W. Q. rook to its queen's square.

B. Q. rook returns to Q. bishop's square.

22.

W. K. r. pawn 1 square.

B. K. rook to its bishop's 2d.

23.

W. The king to his rook's 2d.

B. Q. rook to K. bishop's square.

24.

W. The queen to K. knight's 3d.

B. K. bishop to his queen's square.

25.

W. Q. rook to K. bishop's square.

B. Q. kn. pawn 2 squares.

26. W.

26.

W. The queen to her king's 3d.

B. Q. r. pawn 2 squares.

27.

W. K. rook to its bishop's 3d.

B. K. rook to its knight's 2d.

28.

W. The queen to her 2d square.

B. K. bishop to Q. bishop's 2d.

29.

W. K. bishop to his queen's 3d.

B. Q. rook to Q. knight's square.

30.

W. The king to his rook's square.

B. K. kn. pawn 1 square.

31.

W. K. rook to its knight's 3d.

B. The K. kn. pawn takes the pawn.

32.

W. The rook takes the rook.

B. The queen takes the rook.

33.

W. The rook takes the pawn.

B. The queen takes the king's pawn.

34.

W. The rook checks, at K. knight's 4th.

B. The king to his rook's square.

35.

W. The knight to K. bishop's 3d.

B. The queen to K. bishop's 3d.

36.

W. The rook to K. rook's 4th.

B. The king to his knight's square.

37.

W. The bishop takes the rook's pawn, and gives check.

B. The king to his knight's 2d.

38.

W. K. bishop to his queen's 3d.

B. The rook to K. rook's square.

39.

W. The rook to K. knight's 4th, checking.

B. The king to his bishop's square.

40.

W. The queen to her king's 3d.

B. The king to his square.

41.

W. The rook to adverse K. knight's 3d.

B. The queen to adverse K. bishop's 4th.

42.

W. The queen to adverse Q. bishop's 4th.

B. The king to his queen's square.

43.

W. The rook to adverse K. knight's 2d.

B. The queen to her 3d square.

44. W.

44.

W. The queen to her king's 3d.

B. The rook to K. bishop's square.

45.

W. The queen to adverse K. knight's 4th, giving check.

B. The king to Q. bishop's square.

46.

W. The queen to her 2d square.

B. K. pawn 1 square.

47.

W. The rook to adverse K. knight's 3d.

B. Q. bishop to his king's 3d.

48.

W. The queen to adverse K. rook's 3d.

B. The rook to its king's square.

49.

W. The bishop takes the Q. kn. pawn.

B. The rook to its king's 2d.

50.

W. The queen to adverse K. rook's square, giving check.

B. The king to Q. knight's 2d.

51.

W. The rook to adverse K. knight's 4th.

B. K. pawn 1 square.

52.

W. The knight to adverse king's 4th.

B. The king to Q. knight's 3d.

53. W.



53.

W. Q. r. pawn 1 square.

B. K. pawn 1 square.

54.

W. K. knight to K. bishop's 3d\*.

B. Q. bishop to his queen's 2d.

55.

W. The queen to her 4th square, giving check.

B. The queen interposes.

56.

W. The queen takes the queen.

B. The king takes the queen.

57.

W. The bishop takes the bishop.

B. K. pawn 1 square.

\* The Editor cannot pass over the interesting crisis at which the game has arrived, without observing, that Mr. Nowell forfeits, by the 54th move, a great ascendancy which a train of good play had obtained. If, instead of the retreat here made by the knight, the white queen were transported to the adverse Q. rook's square, the Black has but one move to avert check-mate: The White is relieved from the mate which is offered; and having gained time to provide against the advance of the K. pawn, wins by the strength of his own pawns. See the Diagram subjoined, and altered play.

58. W.

58.

W. K. knight to his king's square.

B. The rook takes the bishop.

59.

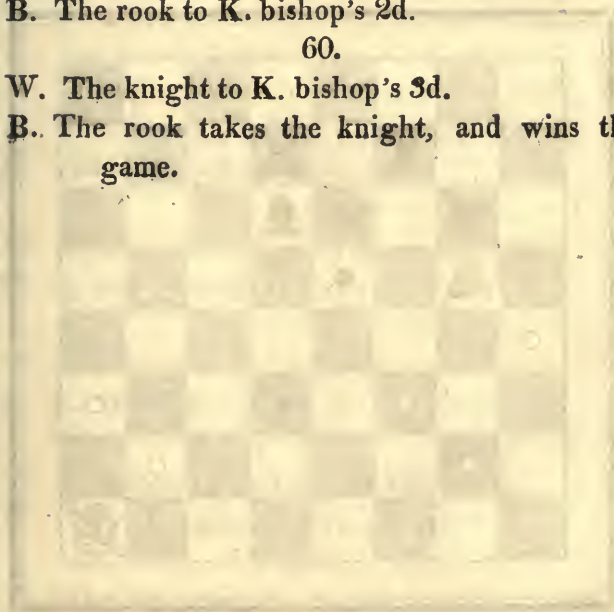
W. The king to his knight's square.

B. The rook to K. bishop's 2d.

60.

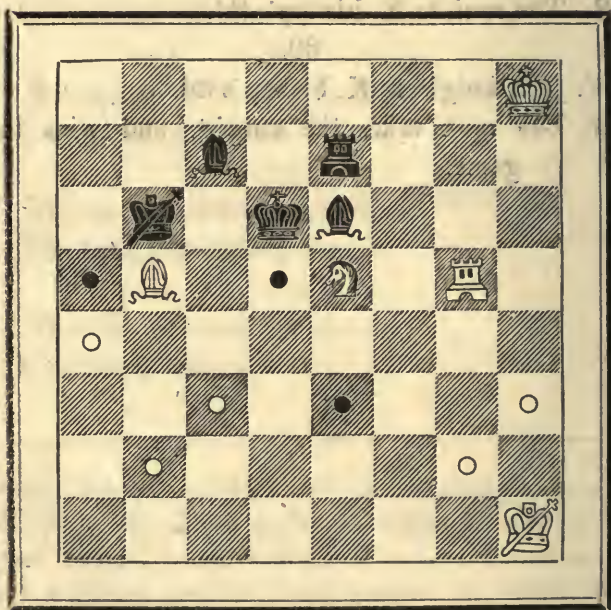
W. The knight to K. bishop's 3d.

B. The rook takes the knight, and wins the game.



## POSITION OF THE PIECES,

*After the 53d move of the preceding Game.*



54.

W. The queen to adverse Q. rook's square.

B. K. bishop to Q. knight's square (a).

(a) Or, Q. bishop to K. bishop's 4th.

55. W.

55.

W. The queen to adverse Q. rook's 3d, giving check.

B. The king to Q. bishop's 2d.

56.

W. The queen takes the pawn, and checks.

B. The queen interposes.

57.

W. The queen takes the queen, checking.

B. The king takes the queen.

58.

W. The knight returns to K. bishop's 3d.

B. Q. bishop to K. bishop's 2d (b).

59.

W. The king to his knight's square.

B. K. bishop to adverse K. bishop's 4th.

60.

W. The rook to K. knight's 4th.

B. The rook to adverse king's 4th.

61.

W. The king to his bishop's square. Will coöperate to take the K. pawn; and is certain to queen one or two pawns, or win pieces for them.

---

(b) If his Q. bishop to the queen's 2d, your K. bishop takes it.

Or,

54.

B. Q. bishop to K. bishop's 4th (*a*).

55.

W. The knight checks, at Q. bishop's 4th.

B. The pawn takes the knight.

56.

W. The queen checks, at adverse Q. rook's 3d.

B. The king to his Q. bishop's 4th.

57.

W. The rook takes the bishop, checking.

B. The rook interposes.

58.

W. The rook takes the rook, checking.

B. The queen must take the rook, or interpose.

59.

W. The queen to adverse Q. bishop's 3d, giving check-mate.

(*a*) If the K. bishop be not moved as in the last, there is no method, except by some desperate sacrifice, to avert the mate; although this move—by preventing the white knight from checking, after the queen shall have forced the king to his Q. bishop's 4th—seems to be well adapted to do it.

Mr.



## MR. LEYCESTER'S PARTY.

*He received the King's Bishop's Pawn, and the Move.*

1.

W. King's pawn 2 squares.

B. Q. b. pawn 2 squares.

2.

W. The queen to adverse K. rook's 4th, checking.

B. K. kn. pawn 1 square.

3.

W. The queen takes the Q. b. pawn\*.

B. Q. knight to his bishop's 3d.

4.

W. Q. b. pawn 1 square.

B. K. pawn 2 squares.

5.

W. The queen to her king's 3d.

B. K. knight to his bishop's 3d.

6.

W. K. r. pawn 1 square.

B. Q. pawn 2 squares.

\* Intentionally exposed, this is no acquisition, on account of the place to which it has drawn the queen.

7. W.

7.

W. The K. pawn takes the pawn.

B. The K. knight takes the pawn.

8.

W. The queen to her king's 2d.

B. K. knight to adverse K. bishop's 4th.

9.

W. The queen to K. bishop's 3d.

B. K. bishop to his rook's 3d.

10.

W. K. bishop to adverse Q. knight's 4th.

B. The king castles with his rook.

11.

W. The queen to her king's 4th \*.

B. Q. bishop to K. bishop's 4th.

12.

W. The queen to her bishop's 4th, checking.

B. The king to his rook's square.

13.

W. The queen to K. bishop's square.

B. Q. bishop to adverse queen's 3d.

14.

W. The K. bishop takes the Q. bishop.

B. The K. knight takes the bishop, checking.

---

\* This surrenders more than the odds received: the train of play is very ingenious on the part of Philidor. E.

15. W.

15.

W. The king to his 2d square.

B. The K. rook takes the K. b. pawn, and gives check.

16.

W. The queen takes the K. rook.

B. The K. knight takes the queen.

17.

W. The king takes the knight.

B. The queen to adverse queen's 3d.

18.

W. K. knight to his king's 2d.

B. The rook to K. bishop's square, checking.

19.

W. The king to his square.

B. K. pawn 1 square.

20.

W. K. rook to K. bishop's square.

B. The rook takes the rook.

21.

W. The king takes the rook.

B. The queen to adverse Q. bishop's 2d.

22.

W. The king to his square.

B. The knight to his king's 4th.

23.

W. Q. knight to his rook's 3d.

B. The knight to adverse queen's 3d, giving check.

24.

W. The king to his bishop's square.

B. The queen to adverse queen's square, giving check-mate.

## THIRD MATCH.

CHESS-CLUB, Saturday, March 13, 1790.

Mr. PHILIDOR played *Three Games at once*; *Two without seeing the Boards,—and the third, looking over the Table.* His Opponents were the Hon. H. S. CONWAY, Mr. SHELDON, and Capt. SMITH. The Game (Mr. PHILIDOR being allowed to see the Pieces) was against Mr. CONWAY; the Move he gave to each of his Adversaries.

## HON. H. S. CONWAY'S PARTY.

1.

B. King's pawn 2 squares.

W. The same.

2.

B. King's bishop to Q. bishop's 4th.

W. Q. b. pawn 1 square\*.

3.

B. Q. knight to his bishop's 3d †.

W. K. bishop to his queen's 3d.

\* Philidor reprobates this, when it is the second move of the first player: but playing it, as the second player, is agreeable to the result of his *Third Regular Party*, which he makes an even game. E.

† Better the Q. pawn 2 squares. E.

Y 2

4. B.



4.

B. Q. pawn 1 square.

W. K. bishop to Q. bishop's 2d.

5.

B. The queen to her K. bishop's 3d.

W. The queen to her king's 2d.

6.

B. Q. bishop to adverse K. knight's 4th.

W. K. knight to his bishop's 3d.

7.

B. K. knight to his king's 2d.

W. Q. pawn 1 square.

8.

B. K. r. pawn 1 square.

W. Q. bishop to his king's 3d.

9.

B. K. bishop to Q. knight's 3d.

W. Q. kn. pawn 2 squares.

10.

B. The king castles with his Q. rook.

W. K. r. pawn 1 square.

11.

B. The Q. bishop takes the knight.

W. The queen takes the bishop.

12.

B. The queen takes the queen.

W. The K. kn. pawn takes the queen.

13. B.

13.

B. Q. pawn 1 square.

W. Q. r. pawn 2 squares.

14.

B. K. b. pawn 2 squares.

W. The K. pawn takes the Q. pawn.

15.

B. The Q. rook takes the pawn.

W. Q. r. pawn 1 square.

16.

B. The K. bishop takes the bishop.

W. The K. b. pawn takes the bishop.

17.

B. K. rook to its queen's square.

W. The king to his second square.

18.

B. The K. knight to his square.

W. Q. knight to his queen's 2d.

19.

B. K. knight to his bishop's 3d.

W. K. r. pawn 1 square.

20.

B. K. pawn 1 square.

W. The K. kn. pawn in K. b. file takes the king's pawn.

21.

B. The K. knight takes the pawn.

W. The knight takes the knight.

Y 3

22. B:

22.

B. The K. b. pawn takes the knight.

W. Q. pawn 1 square.

23.

B. K. rook to its king's square.

W. Q. rook to its K. bishop's square.

24.

B. Q. rook to its queen's 3d.

W. Q. rook to its K. bishop's 4th.

25.

B. Q. kn. pawn 1 square.

W. The Q. r. pawn takes the pawn.

26.

B. The Q. r. pawn takes the pawn.

W. The Q. rook takes the K. pawn.

27.

B. K. rook to its bishop's square.

W. Q. rook to its K. knight's 4th.

28.

B. K. kn. pawn 1 square.

W. K. rook to its knight's square.

29.

B. K. knight to his king's 2d.

W. Pawn in K. file 1 square.

30.

B. Q. rook to its K. bishop's 3d.

W. K. rook to its knight's 2d.

31. B.

31.

B. Q. rook to adverse K. bishop's 3d.

W. The bishop to his queen's 3d.

32.

B. Q. rook to adverse K. rook's 3d.

W. K. rook to K. knight's 3d.

33.

B. The rook takes the rook.

W. The rook takes the rook.

34.

B. The rook to adverse K. bishop's 4th.

W. Pawn in K. file 1 square.

35.

B. The rook takes the K. r. pawn.

W. The bishop takes the K. kn. pawn.

36.

B. The knight takes the bishop.

W. The rook takes the knight.

37.

B. The king to his queen's 2d.

W. The king to his queen's 3d.

38.

B. The rook to adverse K. rook's square.

W. The king to his Q. bishop's 4th.

39.

B. Q. b. pawn 1 square.

W. Q. kn. pawn 1 square.

40.

B. The Q. b. pawn takes the pawn.

W. The king to adverse queen's 4th.

41.

B. The rook to adverse K. rook's 3d.

W. The rook to adverse K. knight's 2d, giving check.

42.

B. The king to his Q. bishop's square.

W. Pawn in K. file 1 square.

43.

B. The rook takes the Q. b. pawn.

W. The rook gives check, at adverse K. knight's square.

44.

B. The king to his Q. knight's 2d.

W. Pawn in K. file 1 square.

45.

B. The rook to adverse king's 3d.

W. Pawn in K. file makes a queen.

46.

B. The rook takes the queen.

W. The rook takes the rook, and wins.

Mr.



## MR. SHELDON'S PARTY.

1.

B. King's pawn 2 squares.

W. The same.

2.

B. K. bishop to his Q. bishop's 4th.

W. Q. b. pawn 1 square.

3.

B. K. knight to his bishop's 3d \*.

W. Q. pawn 2 squares.

4.

B. The pawn takes the pawn.

W. The pawn takes the pawn.

5.

B. K. bishop to his Q. knight's 3d.

W. Q. knight to his bishop's 3d.

6.

B. Q. pawn 2 squares.

W. K. pawn 1 square.

7.

B. K. knight to adverse king's 4th.

W. Q. bishop to his king's 3d.

\* Q. pawn 2 squares, or the queen to her king's second, is the proper alternative, in this position, to the exclusion of the move made and every substitution. E.

8. B.

8.

B. The king castles.

W. K. b. pawn 1 square.

9.

B. The knight takes the knight.

W. The pawn takes the knight.

10.

B. K. b. pawn 1 square.

W. The same.

11.

B. Q. bishop to his king's 5d.

W. K. knight to his bishop's 3d.

12.

B. Q. knight to his queen's 2d.

W. K. bishop to his queen's 3d.

13.

B. Q. b. pawn 2 squares.

W. The king castles.

14.

B. K. bishop to Q. rook's 4th.

W. The queen to her bishop's 2d.

15.

B. K. b. pawn 1 square.

W. The knight to adverse K. knight's 4th

16.

B. The queen to her king's 2d.

W. The knight takes the bishop.

17. B.

17.

B. The queen takes the knight.

W. Q. b. pawn 1 square.

18.

B. The knight to his Q. knight's 3d.

W. The Q. pawn takes the pawn.

19.

B. The knight takes the Q. b. pawn.

W. The bishop takes the knight.

20.

B. The pawn takes the bishop.

W. Q. rook to its Q. bishop's square.

21.

B. Q. pawn 1 square, to adverse Q. bishop's 3d.

W. K. rook to its queen's square.

22.

B. K. rook to its queen's square.

W. K. rook to adverse queen's 3d.

23.

B. The rook takes the rook.

W. The Q. b. pawn takes the rook.

24.

B. The bishop to his Q. knight's 3d.

W. The bishop takes the bishop

25.

B. The pawn takes the bishop.

W. The queen to her knight's 3d.

26. B.

26.

B. The king to his bishop's 2d.

W. The queen takes the queen.

27.

B. The king takes the queen.

W. The rook takes the pawn.

28.

B. The rook takes the pawn.

W. The rook to its queen's 3d.

29.

B. The king to his queen's 2d.

W. The K. pawn gives check.

30.

B. The king takes the K. pawn.

W. Q. pawn 1 square.

31.

B. The rook to its Q. rook's square.

W. The Q. pawn makes a queen, which is  
exchanged for the black rook; and the  
white party wins.

## CAPT. SMITH'S PARTY.

1.

B. King's pawn 2 squares.

W. The same.

2. B.

2.

B. K. bishop to Q. bishop's 4th.  
 W. K. knight to his bishop's 3d\*.

3.

B. Q. pawn 1 square.  
 W. Q. b. pawn 1 square.

4.

B. Q. bishop to adverse K. knight's 4th†.  
 W. K. r. pawn 1 square.

5.

B. The bishop takes the knight.  
 W. The queen takes the bishop.

6.

B. Q. knight to his bishop's 3d.  
 W. Q. kn. pawn 2 squares.

7.

B. K. bishop to his Q. knight's 3d.  
 W. Q. r. pawn 2 squares.

8.

B. Q. r. pawn 1 square.  
 W. K. bishop to Q. bishop's 4th.

\* Philidor ventures a move, which, according to the observation closing his *Second Regular Party*, must be in some degree disadvantageous. His third move deviates from that example; so that he cannot be circumvented by routine. E.

† The queen to the king's second, or K. b. pawn two squares, were better. E.

9. B.



9.

B. K. knight to his bishop's 3d.

W. Q. pawn 1 square.

10.

B. The queen to her 2d square.

W. Q. bishop to his king's 3d.

11.

B. The K. bishop takes the bishop.

W. The K. b. pawn takes the bishop.

12.

B. The king castles with his rook.

W. K. kn. pawn 2 squares.

13.

B. K. r. pawn 1 square.

W. The knight to his queen's 2d.

14.

B. K. knight to his K. rook's 2d.

W. K. r. pawn 1 square.

15.

B. K. kn. pawn 1 square.

W. The king to his 2d square.

16.

B. The king to his knight's 2d.

W. Q. pawn 1 square.

17.

W. K. b. pawn 1 square.

W. The knight to his K. bishop's square.

18. B.

18.

B. Q. knight to his king's 2d.

W. The knight to his K. knight's 3d.

19.

B. Q. b. pawn 1 square.

W. Q. rook to its K. knight's square.

20.

B. Q. pawn 1 square.

W. The bishop to his Q. knight's 3d.

21.

B. The Q. pawn takes the K. pawn.

W. The queen takes the Q. pawn.

22.

B. Q. knight to his queen's 4th.

W. The king to his queen's 2d.

23.

B. Q. rook to its king's square.

W. K. r. pawn 1 square.

24.

B. The queen to her K. bishop's 2d.

W. The bishop to his Q. bishop's 2d.

25.

B. Q. knight to his king's 2d.

W. The K. r. pawn takes the pawn.

26.

B. The queen takes the pawn

W. The queen takes the queen.

27. B.

27.

B. The knight takes the queen.

W. The knight gives check, at adverse K. bishop's 4th.

28.

B. The king to his rook's square.

W. The K. rook takes the pawn.

29.

B. K. rook to its king's knight's square.

W. The K. rook takes the K. knight, checking.

30.

B. The king takes the rook.

W. The rook checks, at its K. rook's square.

31.

B. The knight interposes, at adverse K. rook's 4th.

W. The rook takes the knight, checking.

32.

B. The king to his knight's 3d.

W. The knight to adverse K. rook's 3d, discovering check from the bishop.

33.

B. The king to his knight's 4th.

W. The rook to adverse K. rook's 4th, giving check-mate.

---

The reader will perceive that the black king should have been moved to his knight's second, and not to his knight's fourth, by which the mate would have been averted, although the ascendancy had been decisive. If a blemish be in the 33d move conspicuous, so was brilliant manœuvring in preceding stages. These exhibitions of play are not indiscriminately models. It would be invidious to distinguish the strokes of excellence from the traits of secondary skill: And yet it seemed due to the pupil to mark, in the opening of each game, any step which it were unquestionably improper to imitate. Playing any of these parties, with an endeavour to find the place at which the move, or other advantage, was recovered or abandoned, will conduce to insight and improvement.

The EDITOR cannot express greater admiration than he feels, at the talents which supported the masterly professor in a successful combat with distinguished players, under combined difficulties and privations voluntarily encountered. The chance of confusion in the picture in his mind, furnished some dependence to his

opponents ; but it was scarcely to be expected, that a player, so completely exercised, should be drawn into a novel situation, or an untried combination; or, if such could be offered to him, that his progress would be embarrassed.



# APPENDIX

BY THE EDITOR :

An Essay,

*Discussing a capital Elementary Point,*  
**YET UNSETTLED ;**  
*and offering a new suggestion respecting it ;*  
**WITH A DEFENCE OF THE CUSTOM IN ENGLAND**  
**ON OTHER POINTS.**

By suggesting elementary regulations, by improvements on the best plans of his predecessors, PHILIDOR laid a foundation for investing the theory of the game with stability and excellence ; there is wanted only the concurrent deliberation of reasoning players, to give the few principles which remain afloat, or which rest, by sufferance, on contradictory grounds, an adjustment that shall be entitled to permanence.

As the object of the game is to convey into the mind facility at resource by exercise, it seems worthy to receive, from time to time,

all the improvement, as a system, that experience and reflection can bestow. But the thinking cultivator of Chess, in tending it to gradual maturity, will guard it from all radical changes; because the history of its progress, through successive ages, and in various countries, allows no hope of producing all at once, by any effort of mind, a combination of study with amusement, to be pursued as a game, that shall rival it in utility and interest.

As a prelude to an adjustment of principles, the Nomenclature of Chess, circumscribed in articles, but redundant, till lately, in obscurity and error, deserves attention. The Editor's pamphlet of 1799, had no precedent for classing the things, to which the learner has first to attend, under three distinct heads.—The *Elementary Institutes*, or First Principles, fix the powers and modes of action of the pieces. The *General Maxims*, or Directions for Playing, teach, as far as theory can, the most dextrous ways of using them. The *Laws*, or Interventive Regulations, obviate or decide disputes, between players, respecting the management of the board and pieces, and limit the penalties for irregularities.—To the impediment of the student, in previous Introductory Treatises, these had been indiscriminately blended, under  
the

the general name of *Rules*. The order in which they have been mentioned, seems to be that in which they should be presented to the learner.

The *Elementary Institutes* embrace some DISPUTED POINTS ; and as their authority, on these points, must depend on general consent, their permanence will best be fortified by removing the last relick of absurdity.

When the English Chess Club, whose Regulations\* have been transmitted by Philidor, framed that code for themselves,—points had been agitated which belonged alike to the *Institutes* and the *Laws*. Hence they could not observe that division which would be proper in a Treatise. Thus Sections IX, X, XI, and XVI. are purely Institutes or First Principles ; Sections I. and XII. have a mixed relation to those, and to Laws or Provisions for preventing the inadvertencies of players from stopping the business of the board ; Sections II, ——— VIII. inclusive, XIII, XIV, XV, and XVII, like the last clauses of I. and XII, are properly Laws of the Game. The corrections of incidental informalities by this short code, are perfectly equitable.

---

\* Vol. I. p. 61.

Of the six Elementary Institutes included in it, the four occurring under Sections I, XI, XII, and XVI, lay a necessary basis for order, or symmetrize with other first principles, or, by enlarging the field for speculation, promote the design of the game; No. X. is perhaps repugnant to a just interpretation of the latitude given to the first move of the pawn,—but its retention may be vindicated on the ground of expediency. The single point remaining, an anomalous deformity, is open to strong objections: and it may be inferred from a subsequent quotation, that it was not the prevailing practice in England, nor had been long imported.

#### SUPERNUMERARY QUEENS, &c.

Section IX. enacts, that a pawn may become a queen, when *ALL the pieces remain on the board*. Consequently a player may have two, or a greater plurality of queens. “How,” inquires the player recently entered on the study of the game, “is each additional queen to be represented and distinguished?” ‘By placing two pawns on one square; and pushing them about in company;’ a solecism in theory, a barbarism in practice. Against it, PHILIDOR, in a transition from some strange licences tolerated in the German school of Chess, thus inveighs:



veighs\*: “ While this field of criticism lies  
 “ open, I cannot pass by my own countrymen,  
 “ who have committed as great a fault as the  
 “ Germans. They are the less to be excused,  
 “ there being many good players among them,  
 “ nay some of the best in Europe. I presume  
 “ they have been led away (*like myself formerly*)  
 “ by a bad custom established in all probability  
 “ by the person who first brought Chess into  
 “ France; I am inclined to believe it must  
 “ have been some player at Draughts, who  
 “ knowing little more than the moves of the  
 “ pieces, imagined one might make as many  
 “ queens at Chess as kings at Draughts. What  
 “ a fine sight it is to see, upon the Chess-board,  
 “ two pawns on the same square, to distinguish  
 “ a second queen; and if by chance a third  
 “ should be made, (as I have often seen it at  
 “ Paris,) then it is still a finer sight, while the  
 “ bottom of one pawn is almost sufficient to cover  
 “ a square. Is not, therefore, this method most  
 “ ridiculous, especially as it is practised in  
 “ no [other] country where the game of Chess

---

\* *Chess analysed*, by A. D. Philidor. 1 vol. Wingrave's  
 edit. 1791, *Preface*, p. vi.



“ is known \*? However, if my countrymen will  
 “ go on in this erroneous way, I would advise  
 “ them, to prevent all disputes about their  
 “ multiplicity of queens, to make to each set  
 “ of Chess-men three or four queens, as many  
 “ knights, &c.”

Under the edge of this poignant ridicule, in the face of this battery of argument, the invulnerable advocates on the other side, rally, and press the supporters of the only alternative hitherto in use with one weak point, which will presently be stated.

It will explain the conclusion of Philidor's remonstrance, if we notice how far, in the name of order, the latitude for deforming encroachment has been stretched. The LAWS given in Professor Sarratt's Treatise adopt, in the fulness of licence, the custom above alluded to. “ S. 22.  
 “ When a player has pushed a pawn to *queen*,  
 “ he is at liberty to make a *second queen*, a *third*

---

\* I doubt whether this assertion be correct in its full extent. Sarratt affirms, [vol. i. p. 8.] that in Greco's Treatise, there are several examples of a player's having two queens. But neither that, nor the practice in Italy at this day, if it should be partially the same, ought to weigh, in a case which general consent may remedy without disturbing one standard model left in any treatise.

“ *rook*,

“ *rook*, or any other piece which he may deem more useful for attack or defence\*.”

The Professor is incorrect in affirming, that the rule admitting supernumerary queens, &c. has been observed from time immemorial—unless he mean no more, than that no one can remember when it was introduced. If we go up to the Hindoo, Chinese, Burmha, and Persian Games, we shall find alternatives differing from each other, two of them strangely dissimilar to the rival methods in Europe, but nothing to countenance the inconsistency of several commanders-in-chief. Hindoostan is admitted by a majority of enlightened inquirers to have been the cradle of Chess; to name two, by Sir William Jones, and by Captain Hiram Cox, in the Paper from which the extracts below are taken. The Hon. Daines Barrington, cited afterwards more fully on account of the principal object of his dissertation, countenances the claim set up by the Chinese to the invention of Chess.

---

\* To take one degree of absurdity, or rather puerility from the rule, the licence to *encroach on the proper number of the set* should be confined, with one exception, to queens or knights. As in some positions, a knight can give mate where a queen cannot effect it, this would not be an illusive option. And if a queen would give a stale, the option should embrace a rook or bishop.

In the *ancient HINDOO* game,—“ The *padatī*, *peon*, or *pawn*, has not an optional rank, when advanced to the last line of the adversary’s checks, merely assuming the rank of the piece, whose place he possesses, excepting the *boat*; which promotion is called *shat-pada* or *six strides*:—But this privilege was not allowable, in the opinion of *Gotoma*, when a player had three pawns on the Chess board\*.”

In the *CHINESE* game,—the *pings*, or *pawns*, continue in *statu quo*, after reaching their adversary’s head quarters; nor have the advantage of obtaining an advance rank, as in the *English Game*†.

*The Hindoostanic is an abstruse rule, practically inconvenient rather than unjust: the Chinese is without a parallel, for blindness of design and sterility of invention. It may prove that the rationale, and not the antiquity, of an institute on this point, should be the ground of its establishment among European players.*

In the *BURMHA* game,—of the *yeins*, or *foot soldiers*, those only on the right hand are susceptible of promotion to the rank of *chekoy*, or *general*, in the event of his being taken‡.

---

\* *Asiatic Researches*, vol. vii. pp. 486, 496. London Edit. 1807.

† *Ibid.* pp. 489, 491.

‡ *Ibid.* p. 492.

In the PERSIAN game,—when a *piada*, or footman, arrives at the last line of checks in the adversary's section, they say it is *ferzeen*, or DISTINGUISHED; and in case the *vizeer* or *ferz* has been lost, it assumes its rank, and is DISTINGUISHED by a pawn of the ADVERSARY placed on the same square with it\*. The modern HINDOO game is the same as the Persian; not the copy but the original†.

The rule with which, it is the object of this Essay, to solicit the revival of a steady and general concurrence,—for the consideration of proficients, may be thus expressed:

*Of Making a Queen, &c.*

“ A pawn on the promotion line is transformed  
 “ into the piece, or one of the pieces, which  
 “ his player has lost. A player has a limited  
 “ option to fill the highest vacancy, or a lower:  
 “ if he reject a queen, he must accept a knight—  
 “ except in one instance: but he may freely  
 “ demand a rook, a bishop, or a knight, in  
 “ preference one to the other. If a queen  
 “ would give a stale, he may have any other  
 “ piece.”

---

\* *Asiatic Res.* p. 494, 502.

† *Ibid*, p. 485.



Under this limitation, ingenuity is kept on the alert: because, on the eve of pushing a pawn to the utmost rank, if the queen, or if a rook have not been exchanged, it will be the object of the party, to manœuvre for a capital exchange; and of the antagonist, to elude it. It is observable, that Philidor always compels an exchange of queens before he advances the pawn to its last stage. But if supernumerary queens be admitted on the board, the player, whose pawns are at the gate of promotion, may drive in, and “ whistle for want of thought.”

The partizans of second and third queens, in opposition to a graduated rule of promotion, come from the last verge of possibility, with the following case: “ Many examples may be  
 “ given where a skilful player will push a  
 “ pawn to queen before any exchange has taken  
 “ place; in that case, *what will the pawn be*  
 “ *called, and of what use will it be to the*  
 “ *player? Will any person, who knows some-*  
 “ *thing of the game, venture to say, that the*  
 “ *pawn, when it has once reached the adversary's*  
 “ *line, must remain there a non-descript till an*  
 “ *exchange take place?*”

This is the weak point in our system which requires a remedy.

The objector quits his only hold, to expatiate farther :



farther: “ again, suppose a player should have “ exchanged only his *White Bishop*,” [bishop running on white digonals] “ and the pawn “ should reach a *black square*, what is it to be\*?”

What is it to be? *A bishop on a black field*; for the different colours on which the bishops run, is the accidental effect of checquering the board combined with the even number of squares between their original stations; and if the novelty of having two bishops able to support each other should occur, no essential principle of the game will be violated†.

The other extreme case, however, presents a real difficulty; and as the partizans of second and third queens, or third rooks or bishops in preference to queens, cannot well be driven from this objection, unless a fresh provision be de-

\* Sarratt's *Treatise*, vol. i. p. 8.

† In the BURMHA game, the *chein*, answering to our bishop, has occasionally liberty to move like the rook, so as it be—not to take a piece, but merely to change its range of diagonals. The *cheins* are calculated for the defence of each other. ASIATIC RESEARCHES, edit. Lond. 1807, vol. vii. 492, 493.

vised for this case,—the Editor is induced to offer, for the consideration of the candid who have compared both methods, the following provision.

“ Should the pawn arrive at the promotion line, while the pieces of the same party remain entire,—the player is entitled to call for an extra piece, with a move doubling that of the knight, denominated the *Hydra*, invented to meet this extreme case.”

Nothing but the improbability of the desirable uniformity in practice taking place, while a difficulty unprovided for could be banded as an answer to the ridicule and argument directed by Philidor and others against deforming absurdities, and absolute puerilities, would have emboldened the Editor to throw out this hint.

Those who regret the necessity of admitting a monster on the board, far more tremendous than the rook, may be consoled by the assurance that they may play some half dozen years, without witnessing a pawn pass through its whole career before a single piece is exchanged ; and even when the extreme case is about to occur, the terror of the impending monster, if it do not perturb the adversary's mind, will obviate its

its occurrence,—for it were more politic to precipitate any exchange, except that of the queen, than to encounter a piece flying, by one spring, whither a knight could go at two moves.

The first power of this new piece is only  $1\frac{1}{6}$  greater than that of the rook, but the advantage of a vaulting motion, which cannot be definitely calculated, would nearly qualify it to cope with the queen, as it could reach the king, or queen, or any other piece, when covered with pawns; and to attack any piece, it would require no support against any possession of the field by that piece. Nothing could play against it at the commencement of a party; for which it is not constructed. Nor is it proposed to include in its action the simple move of the knight, which would raise it above the queen, even in an open game.

The figure of the *Hydra* may be left to the ivory turner, who need not be perplexed with the task of carving fifty heads; a dragon with two heads will be sufficiently formidable; and distinctness from the figure of any other piece, is more material than exactness of representation.

For maintaining the other Elementary points,  
which

which the seventeen sections of the *Laws* stated in the *Introduction* embrace, consistent grounds have been adverted to: but it may conduce to uniformity of practice to state more fully what is conceived to be the foundation of the custom prevailing in England.

#### WHITE ANGLE ON THE RIGHT.

The principle enforced in Sect. I. is as ancient as the game of *Pebbles*\* in Greece. No direction for placing the pieces can be given without a determinate position of the board as a basis, nor is this rule likely to be disturbed by the shadow of an argument for inverting it.

#### TAKING A PAWN IN PASSING.

Under the last clause of Sect. X,—If a pawn has penetrated to the fifth square of the file,

\* About three, only, unconnected features can be traced of the game attributed to Palamedes, through a deficiency of particular information in extant notices and allusions; from the most distinct of these, it appears not to correspond with Chess. The Hon. Daines Barrington (*Archæologia*, Lond. 9th vol.) has taken great pains to disprove the Grecian claim to the invention. The last two Sections of this *Appendix*, are illustrated by extracts from his learned dissertation.



an unmoved counter-pawn, on an adjoining file, has no absolute right to pass by: but if it advance two squares, may be taken by the lateral pawn, as if it had moved but one square.

This clause is not in force in Italy, where an unmoved pawn is allowed to pass through the range of a hostile pawn; Philidor censures the players of Germany for indulging the same licence; and in Spain the restriction is but partially observed.

The writer's earlier opinion was against any interference with the established motion of the pawn: on resurveying the effect of the controlling clause, he is a convert to its propriety. To a sketch of his former sentiments, he subjoins such observations in answer as have occurred to him.

*Objection.* The rule is anomalous. Induction appears to have founded it on an easy mistake. Expose the basis, and the rule falls: The phrase "two moves," or "two steps," was, in books and in practice, currently applied to the first transit of the pawn, when pushed to its extent. Hence a habit was contracted of considering a pawn exercising this power, to make *two moves of one square each*, "not *one continuous move of two squares*." If the former view be right, the rule is just; for the

VOL. II.                      A A                      pawn



pawn then *may* be intercepted at the first stage, and cannot break from capture, to finish its journey. But if the latter be the correct idea; if the unmoved pawn have the power of advancing two squares by one effort; it is irregular to give the adversary an option to traverse and annul its extended step, whenever a pawn could have taken it, had it moved but one square: it is parallel to prohibiting to the bishop, the rook, or the queen, the full exercise of their greater powers, whenever there is a square in their line of passage, at which they could not rest without exposure to capture. Ought any piece that is allowed to stand *en prise*, to be precluded from passing such a square? By analogy, it seems therefore just, that this interference with the properties of the pawn should be revoked. Perhaps a view something like this, has influenced the players of Italy, Spain, and Germany.

*Answer.* If the question solely depended on the construction of the latitude in the first move of the pawn, compared with the unrestricted manner in which pieces pass the range of other pieces, the objection could not well be repelled. But if it can be shewn, that the effect of the extended move, in a given case, counteracts the design of the game, by yielding

ing to pawns which have stood inert, advantages over pawns which have forced a passage over more than half the board,—the power of advancing two squares ought to be controlled. Every pawn, except a rook's, is originally liable to exchange with two other pawns : now, a pawn advanced to the fifth square of a file has surmounted this liability by the manœuvres of his player, or is still exposed to it ; if the adverse pawns on the adjoining files stand at home, and if they are to retain, in this case, the absolute power of moving either one or two squares, each may either offer an exchange, or pass refusing to come into contact with the hostile pawn. In this case, the liability to exchange is not reciprocal ; and the unfair advantage is the reward of achieving nothing. This forms a sufficient ground for the qualification or exception. But the case is broader, when the master of the passed pawn, to open the way to queen, has, by skilful play, removed from the file, or from the board, the antagonist pawn which had blocked the direct line. The counter-pawns which have lain in wait in their quarters close on the right and left, if not controlled in the first move, can either grapple with the advanced line of the enemy's infantry, compelling them to contest, at the point of the

A A 2

spear,

spear, the hard-earned advantage of standing on an open file, at a shortened distance from distinction; or can pass, as by a truce, through the range of their action, into a position equal or superior as it respects the openness of the remaining passage. Here is a monopoly of option as before, an exclusive benefit somewhat greater; which, by devolving to loiterers in the race of arms and honour, tends to extinguish enterprise.

To rescind the rule interposing in this case, and restoring a due reciprocity, would undermine some of the maxims on which Philidor plays his pawns; and would subvert many standard models left in the *Analysis* and other works; for the series of moves is affected from the beginning, whenever an instance occurs, however near the end, of such a critical relation between the pawns, that the game will be won or lost, as the control of the unmoved pawn shall be maintained or abandoned.

This remedy for an anomalous defect, prevails, and is likely to be permanent in England and France, where its fairness and utility are discerned in practice, though, in theory, they may not have been placed in a full light.

POSITION

POSITION OF THE KING, CASTLED TO THE  
RIGHT OR LEFT.

*Objection* to the effect of Sect. XI. when the king castles on the queen's side. By confining the king to move precisely the same distance from his original square, whether he castles with his rook or the queen's rook, his relation to the covering pawns is not on each side uniform; he is not shielded, equally as when castled on his own section; and one pawn is left unprotected.

*Answer.* The design of the game as a *gymnasium* of the mind is promoted by this want of uniformity; were it indifferent on which side the king secured a retreat, an entire class of manœuvres to preserve the more useful privilege would become unnecessary,—and where slight circumstances of disadvantage interfere, the necessity of nicely balancing adverse bearings on the two positions would not exercise the player.

*Observations symptomatic of proposing an innovation from Italy.* “ The rule under notice  
“ prescribes the only method allowed in Great  
“ Britain, France, and Holland; but in Italy,  
“ and other parts of the continent, a player may  
“ castle in four different ways. 1. The king  
“ at the knight's, and the rook at the bishop's  
“ square.



“ square. 2. The king at the knight’s square,  
 “ and the rook at the king’s square. 3. The  
 “ king at the rook’s square, and the rook at the  
 “ bishop’s square. 4. The king at the rook’s,  
 “ and the rook at the king’s square. These  
 “ different methods of castling render the game  
 “ remarkably interesting. If the *third* method  
 “ of castling were allowed in playing *Cunning-*  
 “ *ham’s Gambit*, the attack would perhaps be  
 “ irresistible\*.” “ Salvio, when he had the  
 “ move, commonly castled in a manner which is  
 “ not allowed in this kingdom; that is to say,  
 “ he moved his king to his rook’s square, and  
 “ the rook to its king’s square. There can be  
 “ no doubt of the superiority of this method  
 “ of castling over ours†.”

*Counter-observations.* The licence to castle in four different ways, could scarcely fail to introduce the freedom of disorder among other points now ruled here by uniformity of practice. The unpleasant effect experienced through unsettled customs in two or three cases, should make us tenacious of a principle on which, till the players in England were thus sounded, there has been

---

\* *Treatise* by J. H. Sarratt, *Laws of Chess*; vol. i. p. 5.

† *Ibid.* Preface, p. xiv.



no disagreement. With regard to *Cunningham's Gambit*, its validity and fineness of design appear to be vindicated \*, without supporting it by any innovation on the established manner of castling. Wherever derived, this manner equally commends to England, France, and Holland, is planned with philosophic intention:—while on the right and left, it prescribes a different position to excite interest; each position is locally fixed, to present a definite object for contrivance in attack, without which the assailant cannot begin on principle, nor proceed with the security of science. Arbitrary alternatives, if resources for defence, tend to produce unsteady experiments in the manner of approach, and to destroy the slender foundations laid for system: On the other hand, if arbitrary alternatives can be made subservient to attack, they are likely to give the first player an uncounterpoised advantage; and no form of opening the game ought to be irresistible by equal play.

\* *Analysis*, vol. ii. pp. 17, 19, and reference thence. By "validity", I mean that the antagonist has not, from beginning to end, a move in his power by which he can win: but if the third move (virtually but a prelude to the fourth of the defence) were altered, which distinguishes it from other Gambits, I suppose he could maintain an equal game.

LIMITATIONS AGAINST CASTLING IN CHECK, OR  
CROSSING THE RANGE OF AN ADVERSE PIECE.

On an analogy drawn from the use of fortresses in war, an objection may be framed to these limitations in Sect. XII.—but the game of Chess is like the game of Chess, and like nothing else. These restrictions accord sufficiently with fundamental principles, and increase the occasions for provision and vigilance.

STALE-MATE, THE REVERSE OF CHECK-MATE. Sect. XVI. declares, that in England, he whose king is stale-mate, wins the game; but in France, and several other countries, the stale-mate is a drawn game. Reasons for preferring the Institute of the English school, may be seen in vol. i. *Introduction*, p. 32, and, *Ibid.* p. 66, *note*.

Farther

Farther to illustrate the subject, *A Comparative Table of Names and Terms*, is annexed ; with an *Account* of the early date ascribed to Chess, and *Notices* of games played by the Greeks and Romans which have been mistaken for it.

COMPARATIVE TABLE of Terms used at the Game of CHESS, in four principal Asiatick, and four principal European Languages.

| ENGLISH.                      | FRENCH.                                  | ITALIAN.                                               | GERMAN.                  | SANSKRIT, or<br>ancient HINDOO.                          | PERSIAN, or<br>present HINDOO.                    | CHINESE                                          | BURMAH.                     |
|-------------------------------|------------------------------------------|--------------------------------------------------------|--------------------------|----------------------------------------------------------|---------------------------------------------------|--------------------------------------------------|-----------------------------|
| CHESS,                        | E'checs,                                 | Scacchi,                                               | Scachkspiel,             | Chaturanga,<br>Chaturaji,                                | Saattrang, Sha-<br>traj,                          | Choke Chio-<br>hongki <sup>2</sup> ,             | Chit-tharein <sup>2</sup> . |
| KING,                         | Roi,                                     | Ré,                                                    | Koenig,                  | Raja,                                                    | Sháh Pádsháh,                                     | ChooHong; ge-<br>neralissimo <sup>4</sup> ;      | Meng.                       |
| Queen <sup>5</sup> ,          | Dame,                                    | Regina, Dama,                                          | Koenigin,<br>Dame,       | Mantri; prime-<br>minister;                              | Vizir; general,<br>Ferz; Ferzi,<br>minister;      | Sou; counsel-<br>lor <sup>6</sup> ;              | Chekoy; ge-<br>neral.       |
| Bishop <sup>7</sup> ,         | Fou,                                     | Alfio,                                                 | Springer,                | Hasti, Pila;<br>elephant.                                | Fil, pil; Must;                                   | Tchong,                                          | Choin.                      |
| Knight,                       | Cavalier,                                | Cavallo,                                               | Ritter,                  | Aswa; horses;                                            | Asp, a horse. ca-<br>ghora; ca-<br>valry.         | Mai; horses;                                     | Mhec; cavalry.              |
| Castle, Rook <sup>8</sup> ,   | Tour roi,                                | Rocco,                                                 | Elephant,<br>Roche,      | Ratha, a car;<br>Nauca, or Ro-<br>ca, a ship or<br>boat. | Rukh, Rat'h;<br>war chariot;                      | Tche,                                            | Rutha.                      |
| Pawn,                         | Pion,                                    | Pedina, Pe-<br>dona,                                   | Báur,                    | Padati, Padica;<br>foot soldier.                         | Peadah, Bidek;<br>Paon.                           | Pao;artil-<br>lery, or rock-<br>et-men.<br>Ping. | Yein.                       |
| CHECK,<br>Checkmate,<br>Mate, | E'chec au roi,<br>E'chec et mat,<br>Mat, | Scacco al Rí,<br>Schach,<br>Scacco matto, Schach matt, | Schlach,<br>Schach matt, |                                                          | Shch, kish, kishl<br>Mat, sheh-mat, <sup>10</sup> |                                                  | Kwai.<br>Shoombe.           |

## NOTES TO THE TABLE.

<sup>1</sup> *Chat ranga* means literally the "four members of an army," which are defined, in the *Amera cosha*, a classical Sanscrit vocabulary, to be "Elephants, horses, chariots, and foot soldiers." *Chaturaji* implies the "Four kings;" for, according to the design of the rudimental inventor, preserved, among *Ordinances* on the subject of amusements, in the oldest law-books, that set of pieces which with us constitutes one army, is divided into two; and a Green and Red army contend, as allies, against a Yellow and a Black. In the *Burmha* game, the first dawn of perfection appears; while the Sanscrit descriptions of force are retained, the two armies on the same side are consolidated into one, which is commanded by a general under the eye of the king.

<sup>2</sup> Literally, the "Play of the Science of War."

<sup>3</sup> In the Burmha language, "*Chit-tharein* is applied, in common, to a "Commander-in-chief," or to "Warfare."

<sup>4</sup> Literally, the "Scientific in War." The piece called by us the King, is distinguished by a corresponding term in every nomenclature, except the Chinese.

<sup>5</sup> The Hon. Daines Barrington exposes the absurdity of this appellative; and derives it from the Persian *Ferz*. Sir William Jones adds: "Hence the French *Vierge*." The obliquity by which it has travelled over Europe in masquerade, has been ascribed to French gallantry. *Vierge*, previously in the language, answered to *virgo*; the French having consorted the *VERGEN*, as the second derivative would be generally understood, with the King, by a natural transition, made her a QUEEN.

<sup>6</sup> Literally, "Bearded old man," or "Man of great experience in war."

<sup>7</sup> This piece was, in England, denominated the "Elephant," at the beginning of the seventeenth century, in harmony with the Italian and the four Asiatic terms: and Sir William Jones derives the French *Fol*, or *Fou*, which is altogether discordant in its ordinary acceptation of "Fool," from the Persian *Fil*, or *Feel*, an elephant.

<sup>8</sup> In some parts of India, an *Elephant* is substituted for the *Roca* or *Rukh*, or piece answering to the English *Rook*; and then a *Camel*, which may be supposed to carry archers, fills the place of the *Elephant*, or piece answering to the English *Bishop*.

<sup>9</sup> The pawn is carried below the proper line, to make room for an extra class intervening in the Chinese game, with which there is nothing correspondent in any other.

<sup>10</sup> Implying, "The King is conquered, or driven to the last distress."



## ERA OF THE SANSKRIT GAME.

The *ancient* HINDOO game of Chess, an ingenious but imperfect work of invention, is stated in the *Purans*, ancient authorities among the *Brahmins*, to have originated about the end of what is termed, in their chronology, the second age of the world. The wife of RAVAN\*, king of *Lanca*, (i. e. *Ceylon*,) devised it, to amuse him with an image of [field] war, while his metropolis was closely besieged by RAMA. I incline to think, observes Sir William Jones, in his *Chronology of the Hindoos*†, that the latter is the same with RAMA, the son of CUSH, who might have established the first regular government in this part of Asia. The date assignable to his reign, under this hypothesis, falls about 2029 years before the Christian era.

---

\* The high degree of polish which prevailed in the court of Ravan at this early period, is well worthy notice. In a copy, which I possess, of an ancient Hindoo painting, his capital appears to be regularly fortified in the antique style, with projecting round towers and battlements; and he is said to have defended it with singular ability: hence he and his people were called magicians and giants. Ravan appears to have been the Archimedes of *Lanca*. Capt. HIRAM Cox.

† *Works*, vol. i. p. 26 f.

The

The CHINESE MS. accounts represent the inventor to have been Hemsing, a Chinese *mandarin*, eminent in their history as a general: but Capt. Cox \* remarks, that they invalidate the claim of originality, by fixing the date of the incident only 174 years before the Christian era; independent of which, the agency of rocket-boys or artillery-men on the board, is an evidence against it. But he expresses his readiness to believe, that Hemsing first introduced it into China, with modifications suited to the genius and manners of the people.

The Captain considers the BURMHA game, even as a derivation, to have preceded the Chinese, and to be a very advanced improvement on the *ancient* HINDOO. The Burmhas are HINDOOS of the *Pali* tribe; and draw all their science and literature from the common source†.

The PERSIAN, which coincides with the *modern* HINDOO game, exhibits further deviations from the original; one of which, to draw up the pieces and pawns in compact, entire ranks, is the incontestable dictate of judgment. Other alterations, not adopted in the European game, appear to be the effect of caprice‡.

---

\* *Asiatick Researches*, vol. vii. p. 485. † *Ibid.* p. 496.

‡ *Ibid.* p. 497.

All the Asiatic tables are subdivided into sixty-four squares, but not chequered\*.

The Hon. Daines Barrington supposes Chess to have been introduced into Europe, in the twelfth century, when Anna Comnena flourished; at which time it was rather commonly played at Constantinople. It seems to have been known, first, to the Italians, through the accidents of vicinity to Constantinople, and an early trade with the Eastern parts of the Mediterranean. From Boccace, who lived in the 14th century, we find that it had then become a usual amusement at Florence. Spain and France might derive it from Italy. The Hon. inquirer considers it most probable, that Chess was introduced into England, in that part of the 13th century, which followed the return of Edward the First from the Holy Land, where he had remained so long, attended by so many English subjects. Twenty-six English families have emblazoned Chess-boards and *Chess-rooks* on their arms†. The MS. of Robert of Gloucester's *Chronicle*, in the Herald's College, has this line:

“As they pleide at Chesse, stryf they gonne arere.”

which, at least, proves that it had been introduced before the date of the MS.

---

\* *Asiatick Researches*, vol. vii. p. 499.

† *Archæologia*, Lond. 9th vol. p. 25.

## NOTICES

OF A GREEK AND ROMAN GAME,

*Which had been mistaken for Chess.*

The first principal citation from which it has been inferred, that Chess was known to the Greeks, is a line in the first book of the *Odyssey*, representing Penelope's suitors to amuse themselves before the gates of Ulysses' palace, by playing at some game [ $\omega\epsilon\tau\tau\epsilon\iota\alpha$ ] with pebbles [ $\omega\epsilon\sigma\sigma\omicron\iota\varsigma$ ]: but what the game was we are not informed by Homer. Athenæus, in his first book, gives us from Cteson, a native of Ithaca, a particular account of the method of playing the game *Petteia* by Penelope's suitors, which differs materially from Chess, as the pieces were in number 108, instead of 32. The principal piece, moreover, named PENELOPE, was placed in the vacant space between the two sets; whilst EACH PLAYER endeavoured to *strike* Penelope twice. The invention has been commonly attributed to Palamedes pending the siege of Troy; for which the chief authority is a line from Sophocles:—But from this nothing more can be inferred, than that he invented some game which was played with pebbles\*.

---

\* *Archæologia*, Lond. 9th vol. p. 19.



The Hon. critic then examines such Latin authorities as had been principally relied on. The game called *πτελεια* in Greek, was by the Romans named *Calculi*, or *Latrunculi*. Ovid [*Am.* l. iii. 357—366.] describes it rather particularly, yet not distinctly enough to enable the most intelligent reader thoroughly to comprehend how it was played: negatively, however, a person acquainted with the moves at Chess could not read it attentively, and consider it to be Chess. The first line:

Unus cum gemino discolor hoste perit;

which makes it *necessary* for “two pieces to be employed in taking one,” is not applicable to Chess\*.

By the fifth line,

Reticuloque pilæ læves funduntur aperto †,

\* The effect of the epithet *discolor* seems strongly to assimilate it to the *PENELOPE* of the Greeks: “One bearing “separate ensigns falls by a double enemy.” The writer of the Appendix is responsible for this and the following notes.

† Literally, “The smooth balls are scattered from the “open scrip of network.”

it



it should seem, that all the pieces were uniform, and that they were thrown as dice from a box\*.

According to the seventh and eighth lines, the squares or divisions were but 12; at least, so I understand *scriptula*.

Est genus in totidem tenui ratione reductum

Scriptula, quot menses lubricus annus habet†.

And lastly, by the ninth line,

Parva tabella capit ternos utrinque lapillos,

the number of pieces or pebbles were only 6‡.

The

\* The mixture of hazard, were it not for other features repugnant to every known variety of Chess, would not exclude the game *Latrunculi* from being considered as one. The early Hindoo game *Chaturaji* is played by four persons with long dice to determine what class of piece shall move: when a cinque is thrown, the king, or pawn, must move; a quatre the elephant; a trois, the horse; a deux, the boat. "This," observes Sir Wm. Jones, "excludes it from the rank which has been assigned to Chess among the sciences." The *Burmese* raised it to the first place, by rejecting chance.

† That a board containing but twelve squares could afford any interest is inconceivable; the meaning may lie under a different construction: "There is a class restrained, by a fine rule, to twelve points of the table."

‡ The description would be less perplexed, if we might understand—either that the *gems* or *pebbles* were not the

The next authority is contained in a poem sometimes ascribed to Lucan, but not known to be written by any ancient. The passage conveys a general picture of a contest, in which force and stratagem, combined attacks and feigned retreats, are alternately employed. The preceding citations, from undoubted classics, contain nothing so analogous to Chess, as a war of positions. Yet not one specific feature of identity is marked, as in Vida's and Sir William Jones's poems every principal feature is circumstantially drawn. It seems impossible, that a person introducing numerous particularities of description, if he intended Chess, should neither speak of a distinction between the pieces, and their modes of moving, nor notice the principal object—to invest the adverse king, so as to deprive him of retreat. The last line makes the decision of the game to depend on the comparative number of pieces taken.

---

only pieces employed; or that, instead of *three* only on a side, they stood in ranks or columns *three by three*.

## POSTSCRIPT.

### LIMITATION OF QUEENING A PAWN.

THE scientific Work of GIAMBATISTA LOLLI, entitled *Osservazioni teorico-pratiche sopra il Giuoco degli Scacchi*, published at Bologna 1763, contains the following article, under the head of Laws, p. 8, and references thence. “ The pawn, arrived at the  
 “ last house, is invested with the rank of some piece  
 “ which has been lost, at the player’s option, as his  
 “ advantage may be most promoted. Thus, when  
 “ it were better transformed into a knight than a  
 “ queen, we do not admit the necessity assumed by  
 “ SALVIO, in the sixth Party of his third book, that  
 “ whatever pawn reaches the house of an enemy’s  
 “ piece must be denominated a queen. On the contrary,  
 “ while the first queen remains in the field, we hold,  
 “ in opposition to some few writers, that it were  
 “ incongruous to introduce another. This irregularity occurs in Chap. 10. and 11. of the first book  
 “ of the CALABRESE. Here it may be demanded:  
 “ What is to govern him, who has conducted a pawn  
 “ to the eighth square, before he has lost any piece?  
 “ We answer, that he must keep it there, with its  
 “ quality suspended, until that move which shall de-

“ volve to him immediately after the loss of a piece:—  
 “ With this explanation, that if he lose a bishop  
 “ running white, it cannot be represented by a pawn,  
 “ which terminates its career on a black square; nor  
 “ *vice versá*; in order to exclude the absurdity of  
 “ two bishops on the same suite of diagonals; for  
 “ in such case, the rank of the pawn must continue  
 “ suspended till another piece be lost.”

LOLLI may be considered to speak the sense of the ANONYMOUS MODENESE, as well as of himself, as their concurrence on elementary points is registered in the Work cited. These are strong authorities, in harmony with PHILIDOR, against *supernumerary quéens*; and as far as their provisions against two extreme cases stated in the Appendix, p. 348, differ from the propositions of the Editor of PHILIDOR, they come recommended by total exemption from innovation: but is the suspensiture of the pawn, on the last rank, equitable toward the player interested?

#### DATE OF THE INTRODUCTION OF CHESS INTO ENGLAND.

The line quoted in p. 366, of itself, is not evidence that Chess was known in England any considerable time before the date of the MS. in the College of Arms; because the word “Chesse” is not read in the more ancient MSS. of Robert of Gloucester’s *Chronicle*. This MS. was finished in the 26th year of Hen. VI. A. D. 1448. The age of the Author, according to indications in the history, coincides with part of the reigns of Hen. III. and Edw. I. from A. D. 1265 to 1278.



1278. In another part of the *Chronicle*, the early copies agree in having the word "Chekere:"

Some wyþ lance, some wyþ suerd, wyþ oute vylene,  
Wyþ pleyynge at tables, oþer atte chekere.

The Hon. Daines Barrington appears to have assigned the era of the introduction of Chess into England as nearly as it can be traced.

THE END.



1892

1892

1892

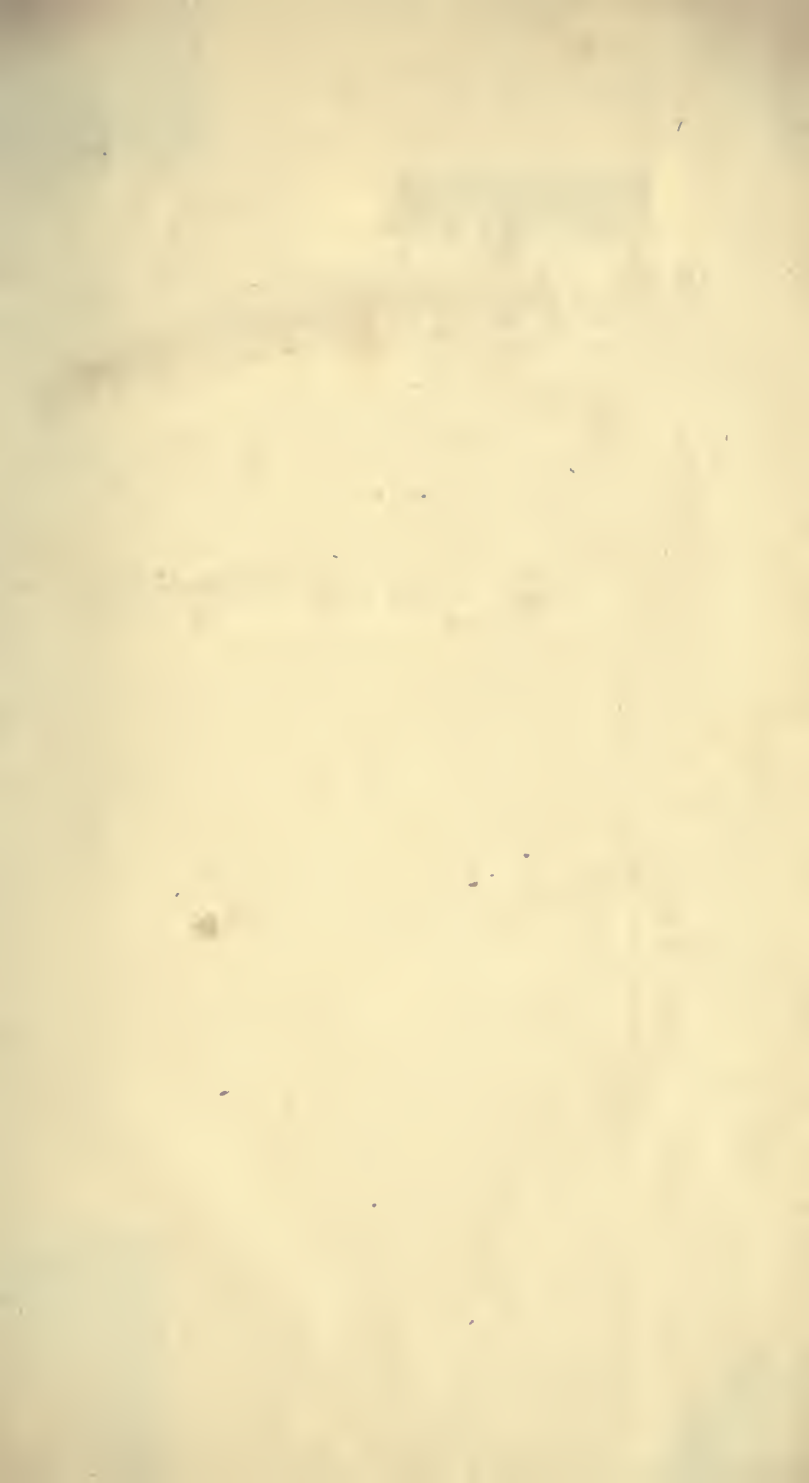
The following is a list of the names of the persons who have been elected to the office of the President of the United States since the year 1789. The names are given in alphabetical order, and the year of election is given in parentheses. The names are given in the order in which they were elected, and the year of election is given in parentheses.

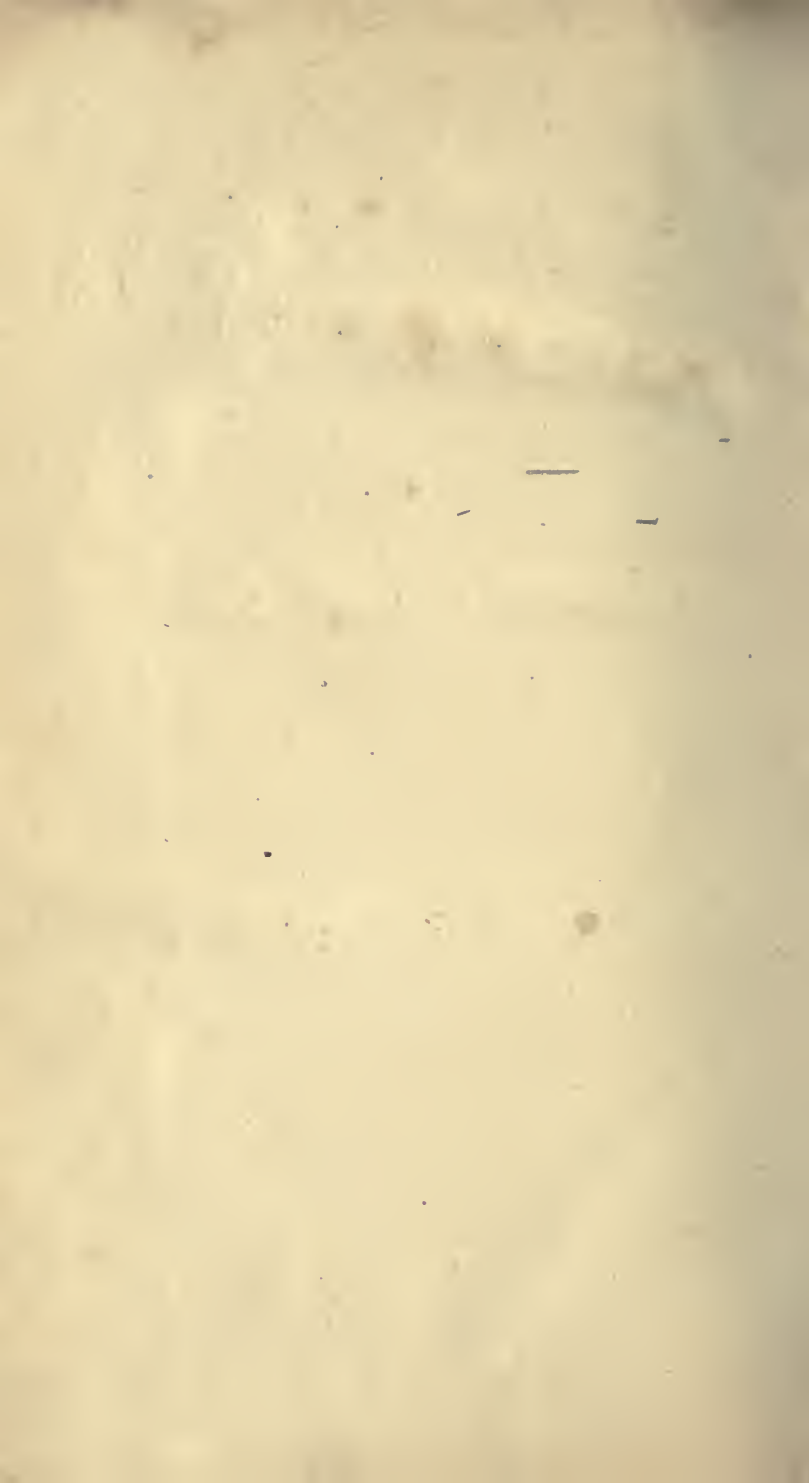
George Washington (1789)  
John Adams (1796)  
Thomas Jefferson (1800)  
James Madison (1808)  
James Monroe (1816)  
John Quincy Adams (1824)  
Andrew Jackson (1828)  
Martin Van Buren (1836)  
Franklin Pierce (1852)  
Abraham Lincoln (1860)  
Andrew Johnson (1865)  
Ulysses S. Grant (1868)  
Rutherford B. Hayes (1876)  
James A. Garfield (1880)  
Chester A. Arthur (1881)  
Grover Cleveland (1885)  
Benjamin Harrison (1889)  
William McKinley (1896)

18











UC SOUTHERN REGIONAL LIBRARY FACILITY



A 000 978 096 6

